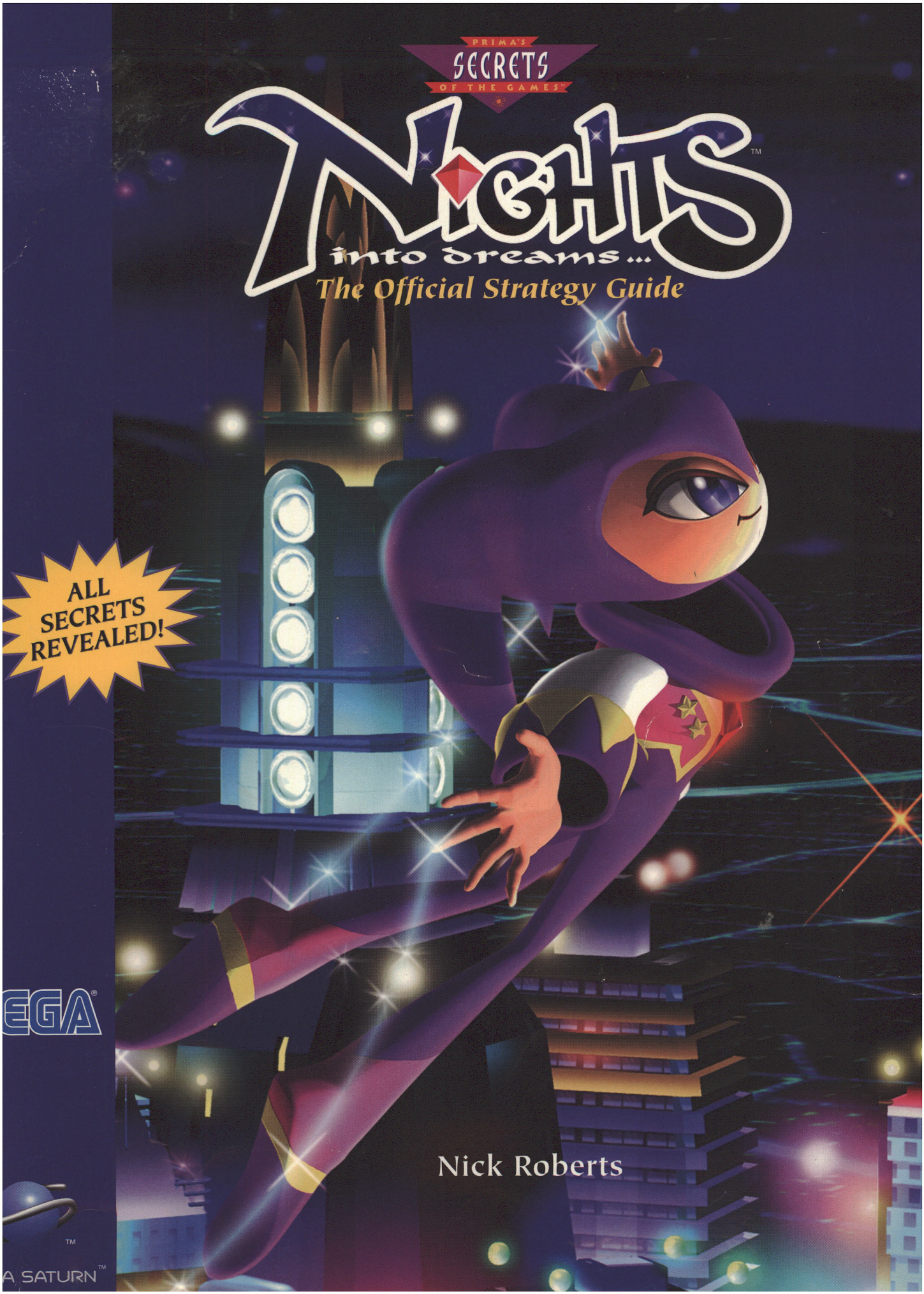
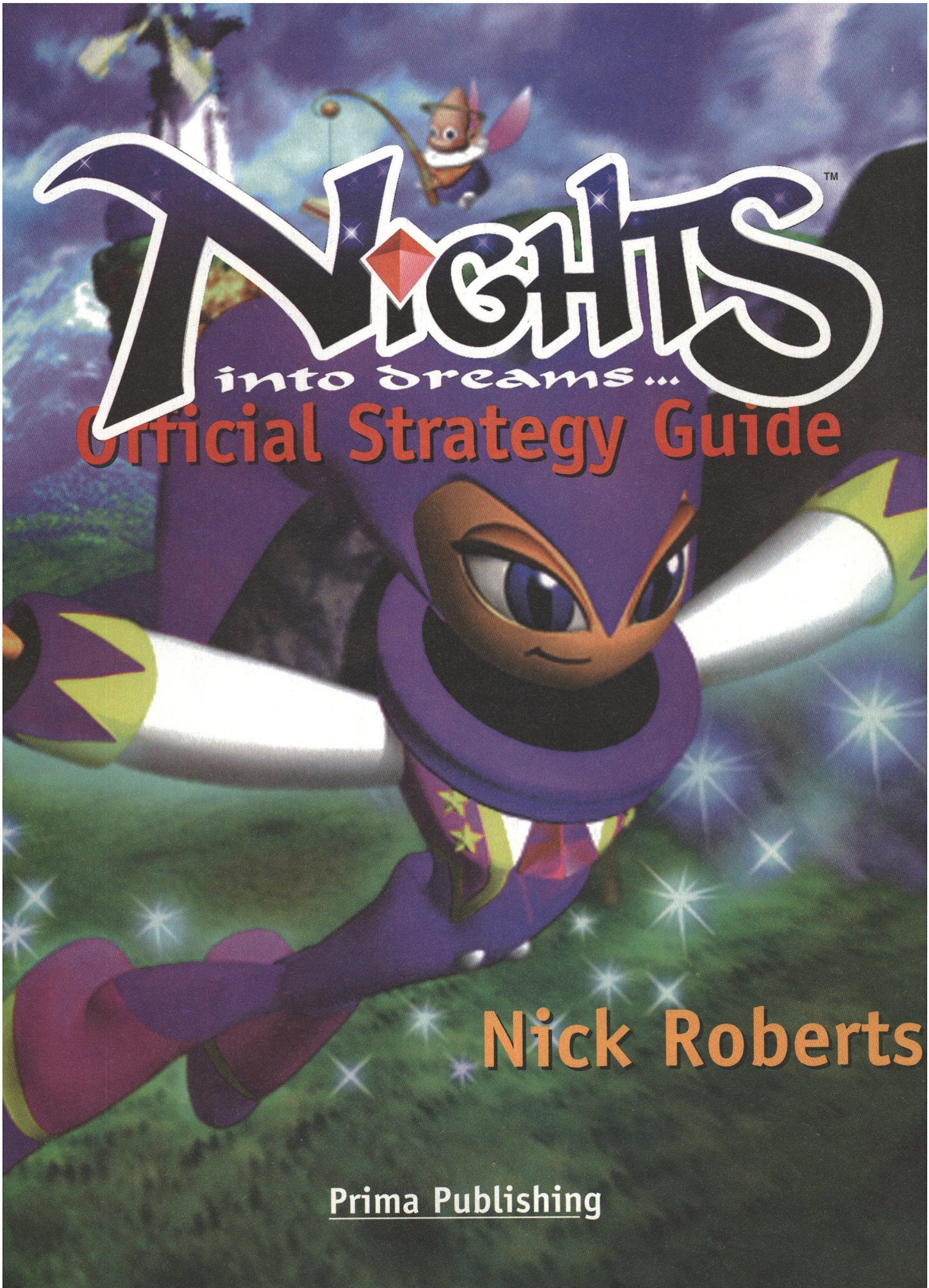

PRIMA'S
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OF THE GAMES
NiGHTS
into dreams...
The Official Strategy Guide
ALL
SECRETS
REVEALED!
Nick Roberts

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Official Strategy Guide
Nick Roberts
Prima Publishing

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Finally, thanks to my girlfriend Jo who's had to put up with me talking about little Nightopian creatures, giant fish and exploding mice for the last week.

Nick Roberts

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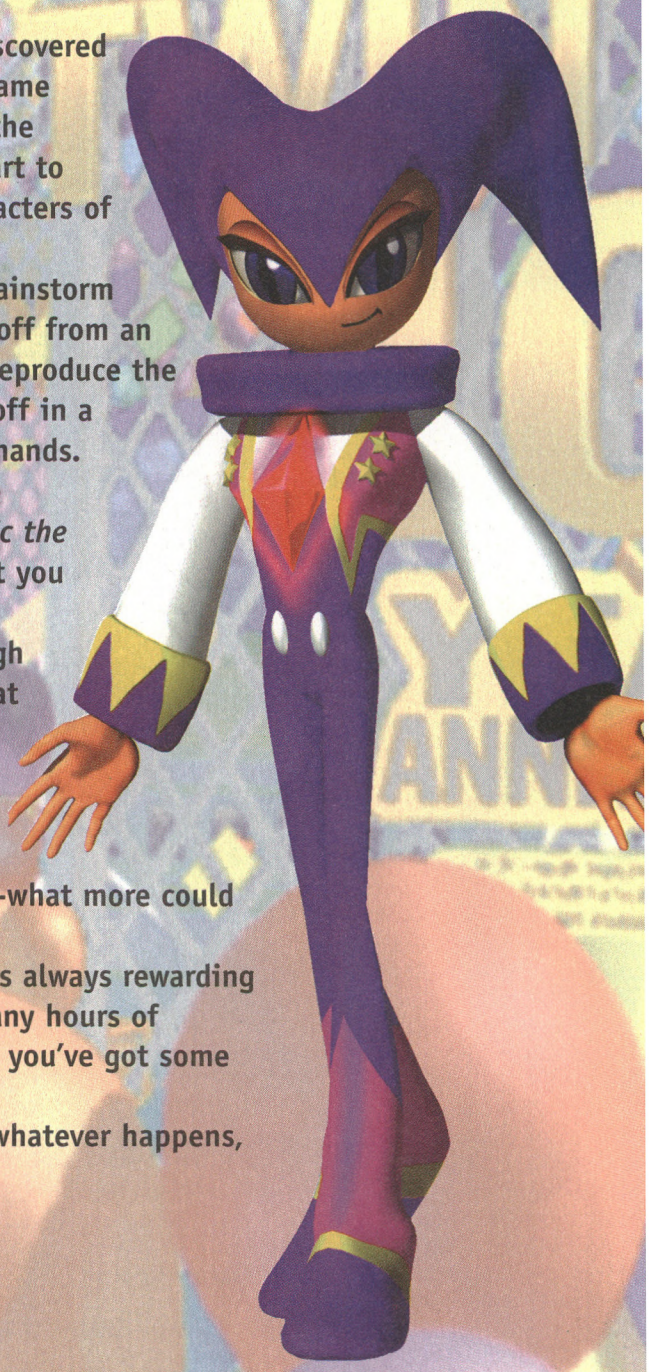
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Introduction



If you're reading this book then you will have already discovered what a wonderful, fast-paced, colorful, and enchanting game Sonic Team's *NiGHTS* is. Well now prepare to uncover all the secrets, learn how to defeat each Nightmare boss and start to understand the unique A-Life System that gives the characters of the game artificial intelligence.

The original concept for *NiGHTS* was derived from a brainstorm Yuji Naka, the producer of Sonic Team, had while taking off from an airport on a business trip. He realized that if you could reproduce the feeling of acceleration and flight you experience taking off in a plane, in a videogame, you'd have a surefire hit on your hands. After relaying his ideas to the rest of his team, the same programmers and designers who created the original *Sonic the Hedgehog* games for the Genesis, they came up with what you are now playing.

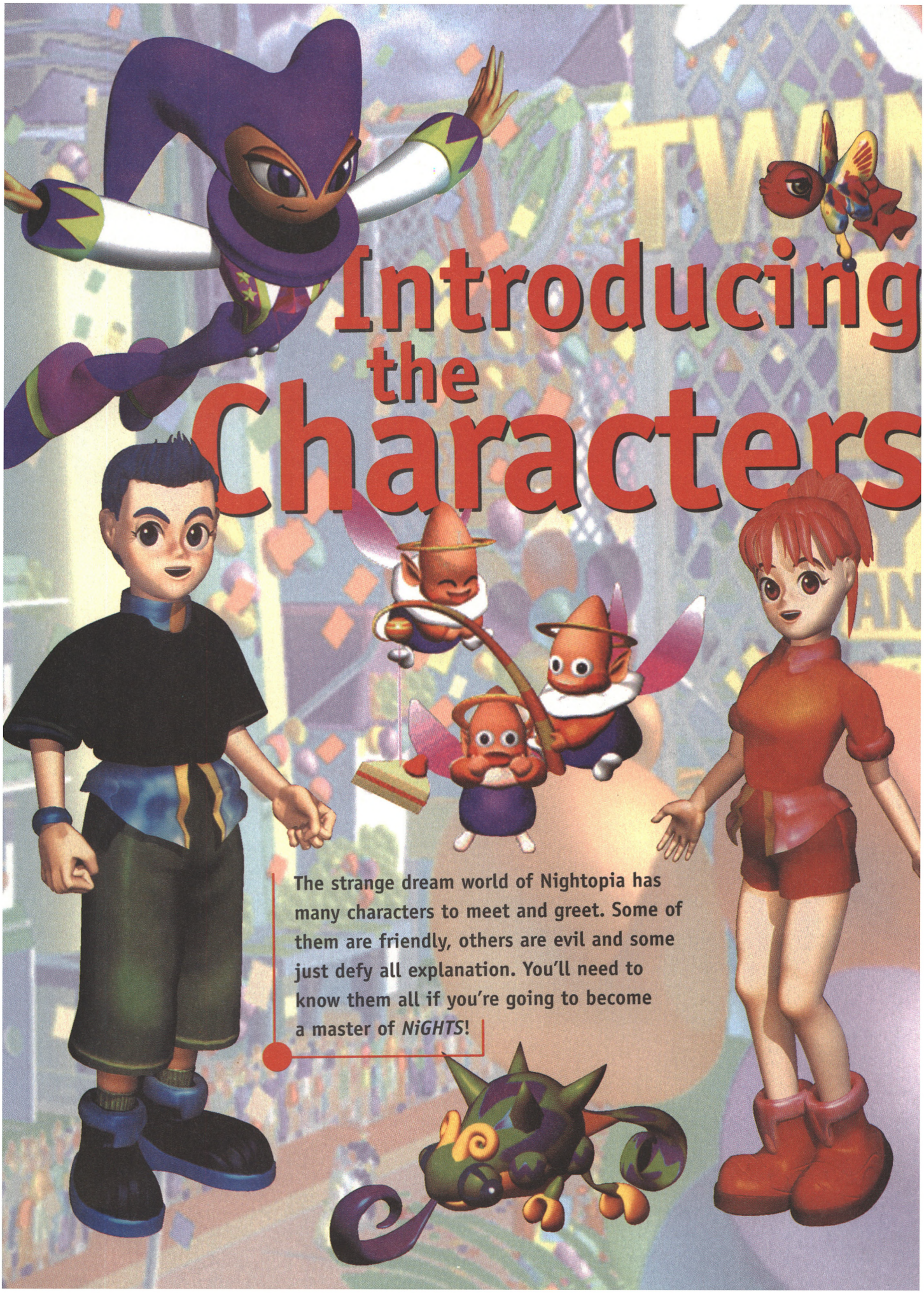
NiGHTS does have a strong Sonic theme running through it, with hundreds of items to be collected in each world at an incredibly fast pace, but there're so many other levels to the gameplay that *NiGHTS* shines out as a highly original and fun game. You can ride on a train, take death-defying trips on a white-knuckle roller coaster, go scuba-diving for treasure and splash about in fountains—what more could you ever want?

I've thoroughly enjoyed putting together this book. It's always rewarding when you get to see the end-of-game sequences after many hours of gameplay—and *NiGHTS* has four different ones to see, so you've got some catching up to do.

Enjoy reading the *NiGHTS Official Strategy Guide*, but whatever happens, remember—it's only a dream!

Nick Roberts

Nick Roberts



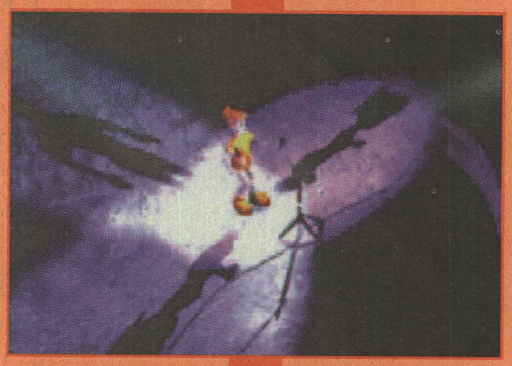
Introducing the Characters

The strange dream world of Nightopia has many characters to meet and greet. Some of them are friendly, others are evil and some just defy all explanation. You'll need to know them all if you're going to become a master of *NiGHTS*!

Claris Sinclair









The heroine of the story, Claris Sinclair has always dreamt of becoming a singer on the stage. The bright lights, make-up and glamour of a theatrical singer's lifestyle seems like the ideal life for her. She can often be found around the house singing away to herself, but is desperate for a chance to

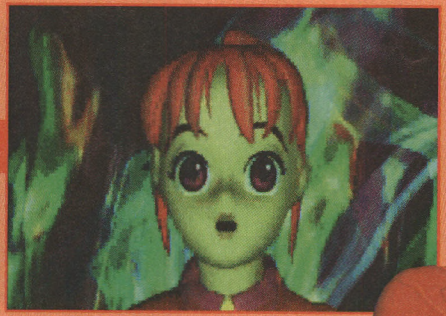


prove to her family that she has what it takes to make it big. Today is that day.

While walking in the park Claris stumbles upon a flyer for an audition at the local theater—she knows that she has to be there. The stage lights flare on and her heart begins to race. Can she really go through with it? She knows that she has the talent, but what about her nerve? As she steps up to the microphone something's not quite right. The directors are all waiting, watching her every move when a small voice in her head speaks up, "Everyone will laugh at you, you're going to make a fool of yourself!"

The seconds pass and the voice grows louder, this is the last thing poor Claris needs. Unable to bear it any longer she runs off the stage.

Later that night Claris relives the experience in her dreams, only this time the directors all turn into monsters and chase her.



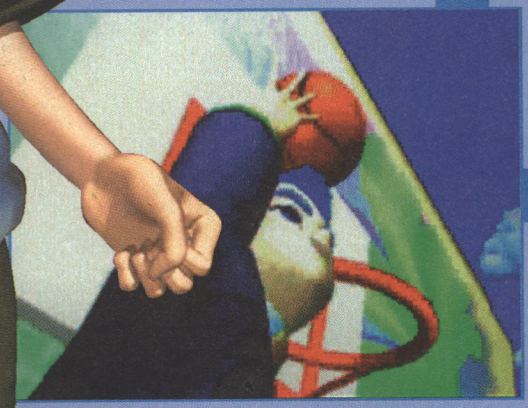
Elliot Edwards

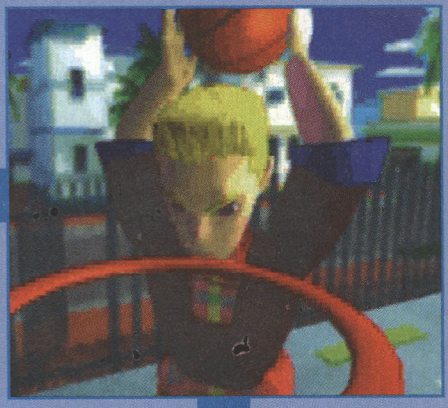


Elliot Edwards is a big basketball fan. His bedroom is covered with posters for his favorite team and he loves to play the game with his pals after school, learning new skills from each other. It was in one such game that it happened.

The older boys from school hijacked their game and began to show off their superior skills, laughing at the pathetic attempts of the others. As the ball was passed to Elliot, one of the older boys stole it, taking it down the court and scoring a spectacular slam dunk.

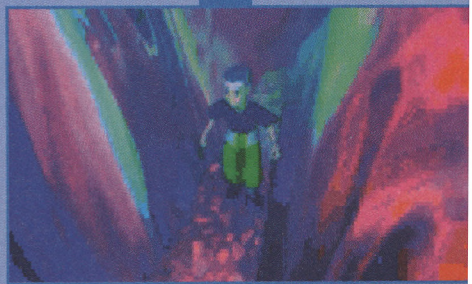
In Elliot's mind he was a failure, he couldn't even play his favorite sport and would never make it in the world of basketball. He walked home alone. Later that night the whole scenario came back to him in a dream. As the ball bounced at Elliot's feet it sank into the ground, and the nasty older boys all became monsters, chasing Elliot away. There was something different about this dream though, it was unlike anything Elliot had ever dreamt before.

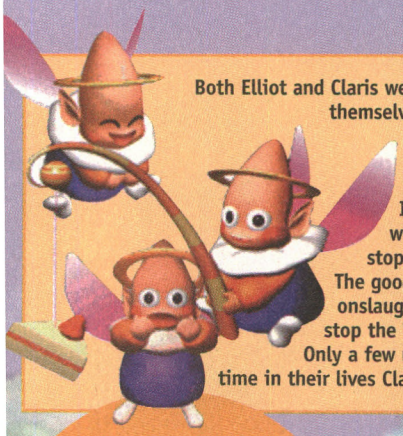












Both Elliot and Claris went to bed thinking they were failures, they couldn't except the challenge and had made fools of themselves. Little did they know that the real challenge was only just about to begin.

In the dream world of Nightopia, where all our dreams are played out, an evil being is gaining tremendous powers. Known as Wizeman the Wicked, his master plan is to steal the precious dream energy from defenseless sleeping humans using his evil Nightmaren creations.

If he is not stopped tonight, he will rise from the subconscious world into our world, reeking havoc wherever he goes and sending the Nightmaren on a devastating rampage. No power on Earth will be able to stop him then, he must be stopped before he can escape the dream.

The good creatures of this dream world are the Nightopians. One single Nightopian manages to escape the onslaught of the Nightmaren, and travels into our world to beg Elliot and Claris to join him in an attempt to stop the Wizeman's plans becoming reality.

Only a few moments ago they both felt like complete failures, now they are needed to save the world. For the first time in their lives Claris and Elliot feel a courage growing deep within them, and they accept the challenge.

NiGHTS



Many of the inhabitants of Nightopia soon found themselves under the spell of the evil Wizeman when his powers started to grow, but one managed to escape—NiGHTS. He appears in the game as an aerial acrobat and is attracted to a rare kind of dream energy.

The Nightopian chose Claris and Elliot for this mission because he was sure they possessed the energy needed to attract NiGHTS. He will come to their aid in the land of Nightopia, and together they can defeat the Wizeman and dispense all his evil Nightmaren henchmen back to the pits of despair.

Dressed in a brightly colored suit and with a long jester-style hat NiGHTS waits at the Ideya Palace for Elliot and Claris. Each world is created out of the kids' dream energy, and although both of them can wander freely around they will only be able to defeat the evil powers by jumping into the palace and becoming NiGHTS. With his ability to fly gracefully through the air and perform breathtaking acrobatics NiGHTS has a better chance of sorting the Wizeman out.









Nightmare Bosses

His evil Henchmen

These are the big chiefs appointed by the Wizeman to dispose of Claris, Elliot and that pesky NiGHTS once and for all. You meet these at the end of each world, and each must be defeated before you can move on to the next.



Reala

NiGHTS' nemesis, Reala is an evil version of our hero and has caused him many problems in the past. Teaming up with the Wizeman is the last straw and NiGHTS not only gets to take Reala on as an end-of-level boss in Stick Canyon, but in the split-screen two-player game too.



Gulpo

A giant spiked fish with razor sharp teeth, Gulpo lives at the end of Splash Garden. He can be found swimming in the center of a giant fish tank, surrounded by smaller fish. NiGHTS will have to enter the tank and sort this overgrown goldfish out if Nightopia is to be saved.



Clawz

A cat-like creature with bat wings Clawz can be found hiding out at the end of the Mystic Forest. Up in a castle tower he has strapped mice to a revolving platform and plans to set them on fire, causing NiGHTS major problems. Who do you attack first—the mice or Clawz?



The Wizeman

If having six hands makes you wise, then this guy is certainly a Wizeman. Feasting on the dream energy of defenseless sleeping humans, and by possessing the inhabitants of Nightopia the Wizeman has given himself immense evil powers. His plan is to take over the real world, through dreams, but with Claris, Elliot and NiGHTS on the case, he's going to have to be tough to get his own way.



Puffy

A beachball? A rabbit? Or a strange combination of the two? Whatever Puffy is, she's a fat freak found at the end of the Soft Museum. She'll squash NiGHTS against the wall given half a chance, so our hero will need to be quick off the mark.



Jackle

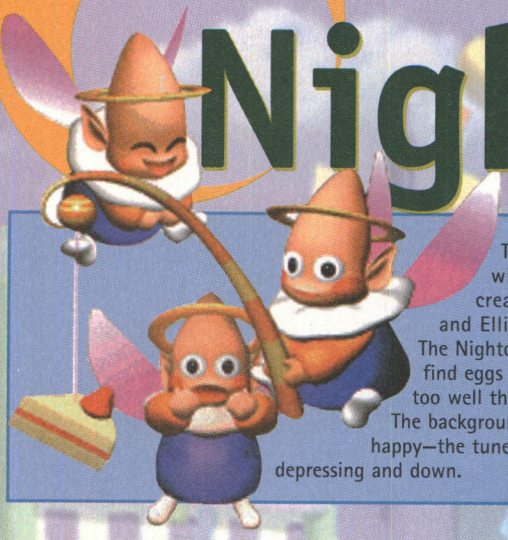
Protected by a black cape, Jackle inhabits the evil sector at the end of the Frozen Bell. He has a strange toyland-style lair and throws playing cards at NiGHTS in an attempt to stop him in his tracks. Clever acrobatics and a strong powerdash will be needed to finish him off.



Gillwing

They get stranger and stranger. Gillwing lives at the end of the Spring Valley and has the face of a fish, the wings of a bird and the tail of a lizard. He leaps up from underground in surprise attacks on NiGHTS and only has one weak spot—but where is it?

Nightopians

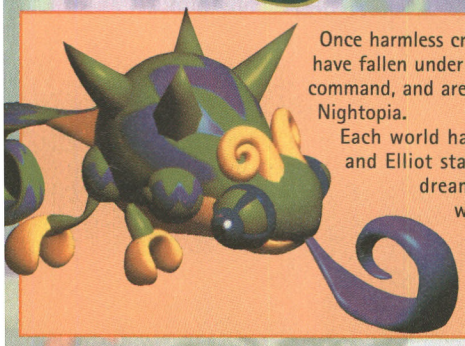


These are the small, innocent creatures who live in Nightopia. With a pair of pink wings and a halo around their heads they are quite angel-like. It was one of these creatures that managed to escape from the evil clutches of the Wizeman and beg Claris and Elliot for help.

The Nightopians live out their lives on the ground of each world, and they can breed! You'll often find eggs lying around the place waiting to be hatched. These creatures don't care for their young too well though, NiGHTS will usually be the one to hatch the egg.

The background music to the game changes depending on the mood of the Nightopians. If they're happy—the tunes will be up-tempo and jolly. If they're sad, or annoyed—the tunes will become more depressing and down.

Nightmaren



Once harmless creatures of Nightopia, like the Nightopians, the Nightmaren have fallen under the spell of the evil Wizeman. They now obey his every command, and are often sent out on missions of devastation around Nightopia.

Each world has its own breed of Nightmaren creatures and as Claris and Elliot start on course one the Nightmaren will steal their dream energy. They then continue to float around the world, causing mischief whenever possible. Never stray too close to a Nightmaren, each one has the ability to conjure up electricity bolts, or grab hold of NiGHTS' feet and drag him down to the ground. If they manage to pull him down, five seconds will be lost.





Crewle & Pole

Pacman is alive and well and living in Nightopia! These two have tadpole tails, and a mean bite!



Cuttle

These squid-like floating creatures create large triangles of danger for NiGHTS to avoid.



Kircle

With large crab pincers the Kircle can give NiGHTS a very nasty nip and should be avoided.



Gao

Found in various worlds, the Gao are a lion-like creature that zap NiGHTS with electricity.



Mamu

Strangely enough, you can find these fish Nightmaren in the Splash Garden.



Party

An odd name for a beautiful butterfly creature, but don't be fooled by looks.



Shleep

Half sheep and... well your guess is as good as mine. These are quite placid Nightmaren.



Snip

You don't see these all that often, they bounce around inside the Frozen Bell world.



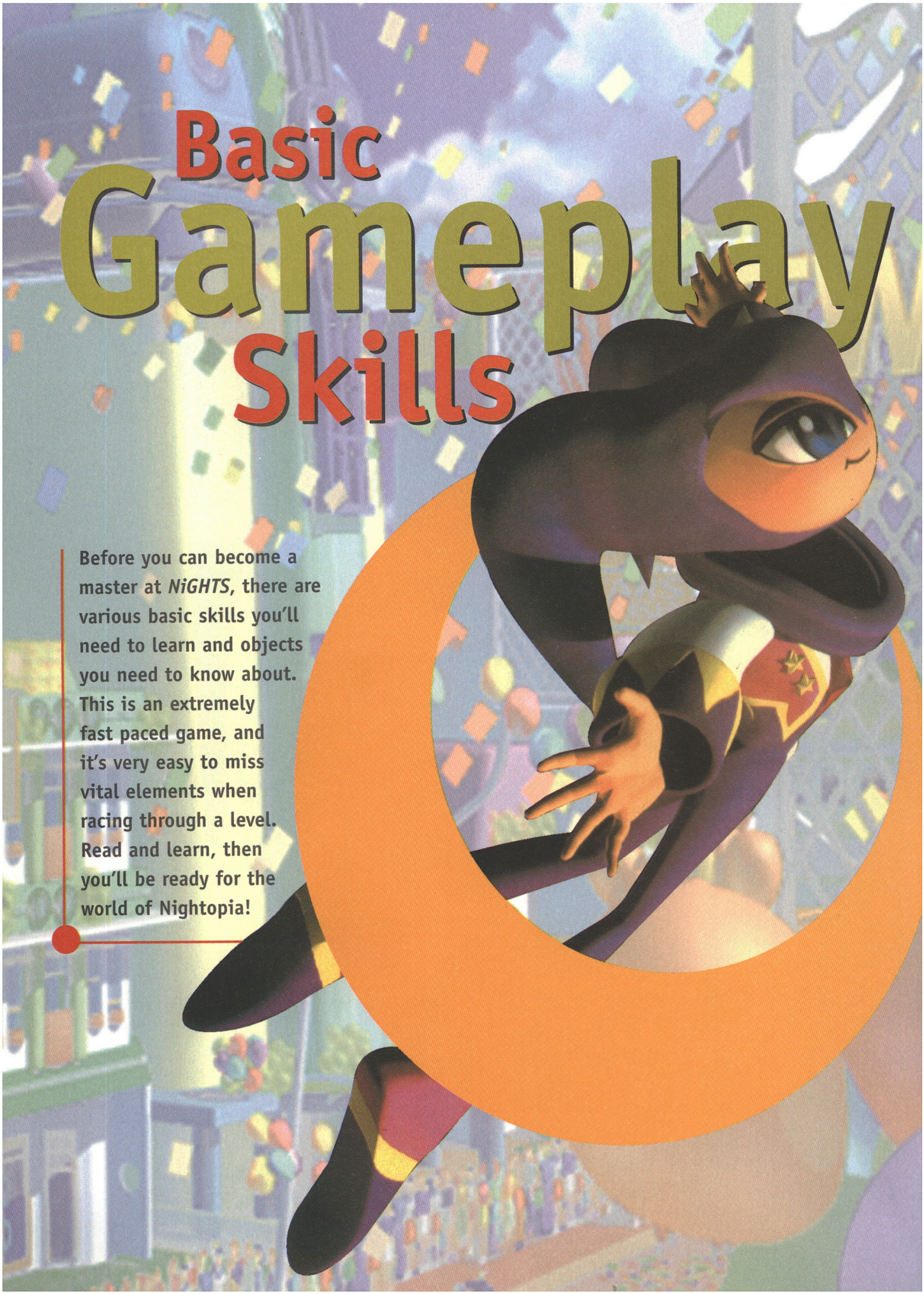
Hollow

Yes, you guessed it, this guy is based on a chicken. He can give a nasty peck too.



Verol

With a frog-like body and long, snaking tongue this guy looks disgusting!



Basic Gameplay Skills

Before you can become a master at *NiGHTS*, there are various basic skills you'll need to learn and objects you need to know about. This is an extremely fast paced game, and it's very easy to miss vital elements when racing through a level. Read and learn, then you'll be ready for the world of Nightopia!

Basic Gameplay

Put simply, the objective behind *NiGHTS* is to retrieve the dream energy stolen by the Nightmarens by collecting 20 blue spheres and smashing the Ideya Capture holding it captive. Once the energy has been released, the game goes into bonus time and you have the remaining seconds to score as many points as possible and return to the Ideya Palace.

The best way to give yourself maximum bonus time is to collect the spheres as one of the kids on course one, only changing into NiGHTS when all the spheres are gathered. By quickly flying to the Ideya Capture, NiGHTS will now have maximum bonus time.

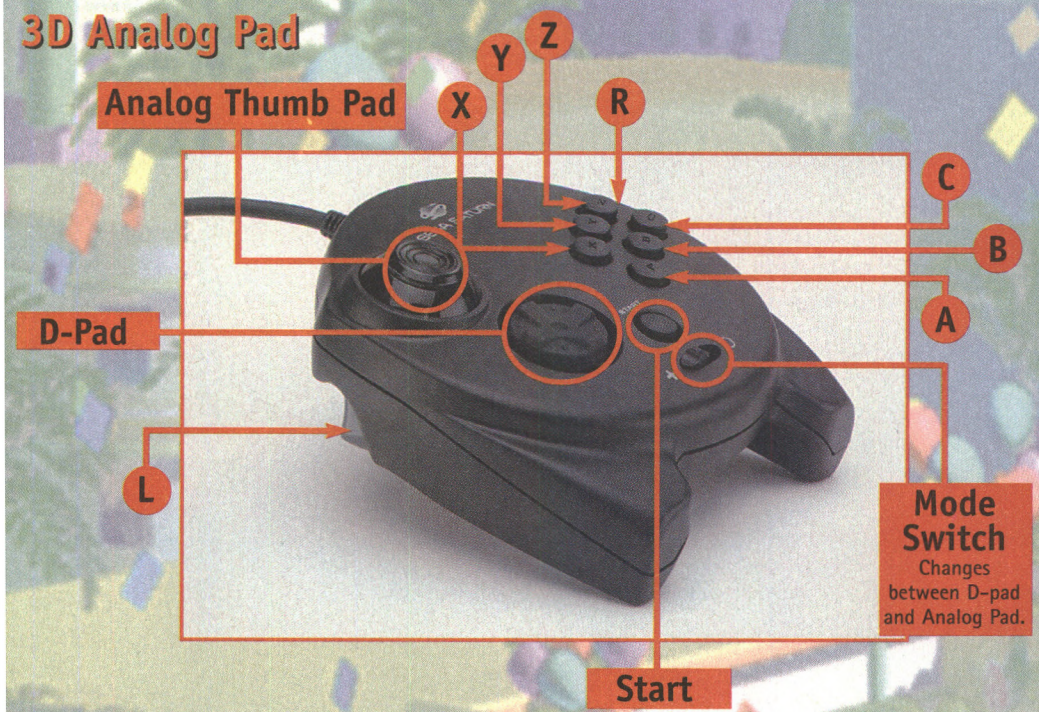
In bonus time you can maximize the points you can collect by performing tricks with the L and R buttons as you collect items and fly through rings. You also get extra points by linking items and rings together by moving quickly. It's this combination of links, tricks and points that will earn you a high grade at the end of the course.

Always make sure you finish the course before the timer runs out. If you change back into one of the kids, you'll undoubtedly score an F and fail this world.

Controlling The Characters

NiGHTS can be played either with the normal Saturn joypad, or the new 3D Analog Pad created especially for the game, and to be used with other 3D simulations. Here's a breakdown of which buttons kick start our heroes and heroine, they differ depending on the character you're playing...

3D Analog Pad



Claris and Elliot

- The D-pad or Analog pad control all movement.
- X, Y and Z do nothing
- A, B and C make them jump, press again before they hit the ground for a higher jump, and again for a flip.
- L and R rotate the viewpoint around the kids.

NiGHTS

- The D-pad controls movement up and down, the view is controlled automatically.
- X, Y and Z do nothing.
- A, B and C perform a powerdash to give NiGHTS a speed boost.
- L and R make NiGHTS do acrobatics.
- Pressing L and R makes NiGHTS stop dead, then perform flips.
- Pressing L and R in the top-down view controls altitude.

Courses completed
These colored bars light up as you complete each course, they're just an easy indication of how far through the current world you've got.

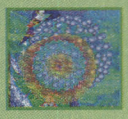
Timer
Each course starts you off with a predetermined amount of time on the timer. Running into trouble with a Nightmaren freak or flying through a bad ring will knock five seconds off the remaining time.



Score
You can earn points by collecting items, flying through rings, pulling off tricks or linking together all three. By performing acrobatics while collecting things, you can earn special multiplied bonuses.

Powerdash bar
The powerdash is an essential skill that will zoom NiGHTS forward at a faster pace. It can be used up quickly, but luckily icons can be found to boost the bar back to the top.

Spheres
This counter shows the number of spheres you've collected so far on the current course. You need 20 to release the dream energy from the Ideya Capture.



Paraloop
By looping around in a circle NiGHTS can perform a paraloop. This move will suck in every item inside the loop, saving NiGHTS the bother of collecting them one by one.



Powerdash
The powerdash is controlled by any of the three main fire buttons. It zooms NiGHTS forward, increasing his speed. This is essential if you want to perform multiple links.



Toboggan
In the Frozen Bell world, NiGHTS transforms into a toboggan and Elliot jumps onto his back for a ride. Another cool sequence that gives NiGHTS replay value.



Twist
As NiGHTS flies through the air, you can twist him around by pressing the L button. Doing this while flying through rings and collecting items doubles their value for extra points.



Spin
The R button can be used to spin NiGHTS. Again, as with the twist, doing this while going on a collecting spree will give a much higher score and a better grade at the end.



Stop
Both the L and R buttons pressed together will stop NiGHTS dead in his tracks. This is useful if you missed a vital sphere as you won't need to slow him down before turning around.

Acrobatics
When NiGHTS has flown through a special blue and yellow ring, a yellow trail will come out the back of him. Now by looping and using the L and R buttons to perform tricks, he'll earn bonus points. Up to ten of these can be performed in one session. There are all kinds of acrobatics to perform—over 30 different ones in fact, and they've each got a name...

Small loop
Middle loop
Large loop
Giant loop



Cross clover
Twister
Mixer
Swing

Parasol
Dance
Moon
Roulette R
Roulette L
Cross
Arrow
L-Wing
Rock 'n' Roll
Screw
Basket
Triangle
Tornado
Ballet



Boomerang
V-Fall
T-Fall
Spin
Ax R
Ax L
Sling
Typhoon
Drill
Sonic
Wind
Space
Scorpion





Pick-Ups



Dream energy
At the very start of each world the Nightmaren will come along and steal the four colors of dream energy from Elliot or Claris. Now it's up to NiGHTS to reclaim them!



Blue Chip Sphere: 10 points
Without these blue spheres the game wouldn't happen. You need to collect 20 to blast open the Ideya Capture and release the dream energy. They then turn into golden chips and can be collected for points.



Star Chips: 10 points
Stars can be found dotted around in patterns, and later on in the game they can be released by hitting targets. They are only in the game for points, but try twisting while collecting them to boost their value.



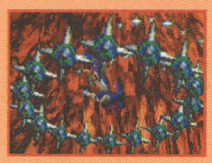
Normal ring: 10 points
The basic style of ring in the game, these are orange and must simply be flown through for points. Performing tricks while flying through will give a higher point value.



90° ring
These rings usually lead you into a chain of normal rings or items. By rotating the D-pad you can twist your way through them with little hassle.



Ribbon ring
This is the special ring that gives NiGHTS a yellow trail for performing acrobatics. These are very rare, and must be cherished when found. You can perform up to ten moves with the yellow trail, but hit something and you'll lose it.



Bad ring: -5 points
These spiked rings are encountered in the later levels, just to make life even tougher. Flying through them causes five seconds to be lost, and stuns NiGHTS for a while. You can steal spheres from their center quite easily though.



Cage: 8 spheres
These cages are like gold dust! They contain eight spheres, which can be freed by smashing them open with a powerdash. They're often hidden away and will take some finding.



Countdown
Collecting the red and yellow countdown marker will give NiGHTS the opportunity to score a mega bonus by knocking the counter down each time he collects an item.



Target
Hit the target and goodies will fly out of a nearby pod. If you're collecting spheres, then these goodies are likely to be spheres. In bonus time they're likely to be stars.



Powerdash icon
Paralooping groups of stars in the right place will reveal hidden icons. This one will refuel your powerdash bar, giving NiGHTS back his ability to zip around the game.

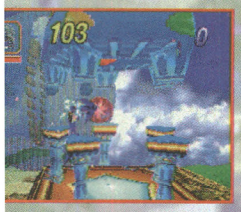


Powerloop icon
Collecting the powerloop icon will increase the size of the paraloops NiGHTS can perform. This will give you more bonuses in a short time so these are worth seeking out.



Nightopian icon
Another highly useful icon, collecting this will make a Nightopian trail with NiGHTS for a few seconds. While he's there all the items you pass by will be attracted as if NiGHTS were magnetic—great!

The Wonders of Nightopia



Ideya Palace
This is where all the action starts and ends. NiGHTS lives here when you play as Claris or Elliot, and it's where all the grading takes place. You can't access the palace if you run out of time and your kid falls back to the ground; if this happens you'll have to continue on foot.

Ideya Capture
These are live creatures, but look like machines. They trap the dream energy inside for the Wizeman, and can only be smashed open by collecting 20 blue spheres and diving inside.





Bumper
These yellow and green bumpers send NiGHTS or one of the kids flying in the correct direction. They are usually placed just before long chains of stars, spheres or rings to give a boost of speed for creating links.

Clock
If the timer runs out Claris or Elliot will drop to the ground and be chased by this giant clock with a searching spotlight. If it catches up with them they will wake from their dream and the game will be over—you don't get any second chances in this game!



The Claris Worlds



Each character in *NiGHTS* has three levels to play individually. Claris Sinclair gets to jump around in the Spring Valley with its lush greenery and blue skies, roam the Mystic Forest with its dark and moody woodland and explore the Soft Museum where all the ground is rubbery underfoot.

Once each of these has been completed, and the end of world boss defeated, she can move on to the Twin Seeds world at the end of the game, where she'll meet up with the hero of the tale—Elliot.

course ONE

Spring Valley

The Affection



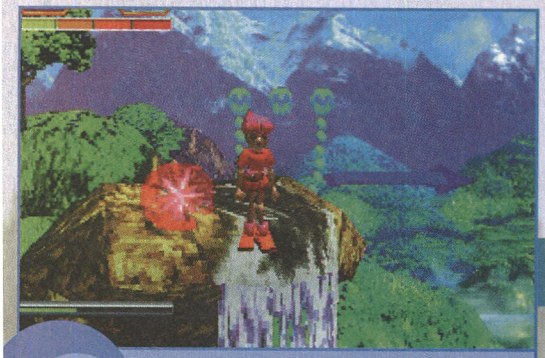
Claris sets off on her first encounter with the dream world of *NiGHTS*, and as an easy introduction the Spring Valley is a lush green place, with little to do her harm. High up on the mountains a chilly wind blows and the trees whip around, so don't hang around there for too long, but this level is mostly an easy introduction.



1 Before you've had time to survey your surroundings, the Nightmaren will ambush Claris, stealing her Ideya spheres and hiding them out in the Ideya Captures around the level. Each level of NiGHTS has different breeds of Nightmaren living in it, each with their own evil powers. Being the first level of the game, these guys are pretty kind on the whole and won't give you any trouble unless you start on them first!



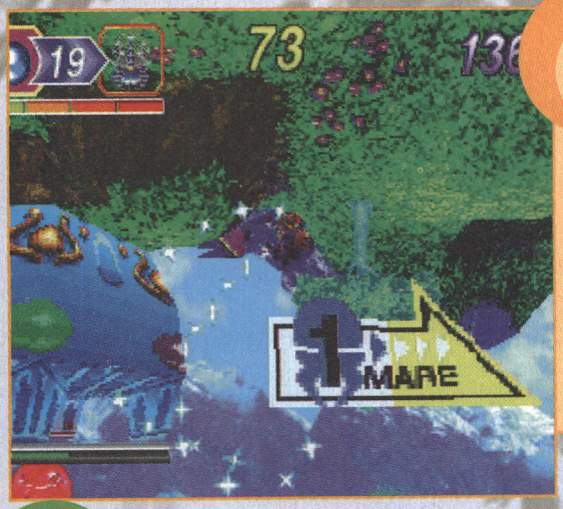
2 It's a good idea to play as Claris before turning into NiGHTS. You can wander around the level freely, as long as you make sure the clock doesn't catch up with you. If it does it's Night Over! The layout of each level has been created with walking in mind, so you'll find plenty of stepping stones and bridges around to ease access to spheres. Both Claris and Elliot have a good set of jumping legs too—so use them!



4 NiGHTS is packed with beautiful scenery, but there's usually more to it than meets the eye. Waterfalls, for example, look great as they rush past, but check behind them and you'll undoubtedly find spheres to be collected. You can fly through these (and the fountains) as NiGHTS and find yourself on a new route too—so it's worth taking a dip!



3 As you wander around, be careful not to walk off the edge of the level, where a purple static haze can be seen. This will knock Claris back in a daze, giving the time-out clock the opportunity needed to capture her! As you reach the edge, just flip the viewpoint around with the L and R buttons, and carry on in the other direction



5 Once you've collected at least 20 spheres from around the level as Claris, you can make your way back to the Ideya Palace. Just follow the arrow that's constantly stuck to Claris and you'll eventually arrive back. Now you can make your way to the Ideya Capture as quickly as possible for maximum bonus time.



6 A high score in NiGHTS isn't just a matter of picking up all the objects you can see, although that's a major part of it, it's the way you pick them up that counts. Circling around a collection of spheres or stars is called paralooping, this will suck all the items in. Performing acrobatics using the L and R buttons while paralooping adds a X2 bonus to the items—meaning mega scores!

7 The Nightmaren are the evil creatures that live in each level. They will try to stop NiGHTS and the kids by sending out electrified bolts and getting in the way. If they're just wandering around you can zoom into them and blast them into balls. These then ricochet around the level. If one of these Nightmaren balls hits a Nightopian it will mutate it into something even uglier!





8 The Ideya Capture is where the Nightmaren hid the Ideya when they ambushed Claris at the start of the level. Once you've collected 20 spheres, blast your way into this contraption and it'll fold, making the Ideya trail with you as you fly back through the level. Now collect as many bonus items and pull off as many tricks and links as you can before the timer runs out. Don't waste time though—use up every last second before hitting the Ideya Palace.



9 He's a very energetic fellow this NiGHTS, and loves his acrobatics. They are the key to getting high grades at the end of each course. Try performing twists and pirouettes as you fly through rings. Instead of the usual basic points, you'll be rewarded with multiple points—boosting your score!



10 As you fly around each course you must remember how vast they are. You won't just find stars and golden chip spheres around the base of the level—look around at the top too. Every piece of foliage or scenery has the potential to have bonuses hiding behind it, so seek them out and make that score soar!

course two

Spring Valley

The Affection



A slightly longer course than the last, this time you fly past the giant tree in the middle of the level. Watch out for leaves blowing around as these will show up the wind tunnels, where bonuses will surely hide.



1 Don't waste time on the pleasantries at the Ideya Palace, as soon as you've dumped your Ideya, shoot off again on the next route. NiGHTS is a game that relies heavily on time, and it's in very short supply!



2 Your first wind tunnel! These leaves blowing up from below push NiGHTS high up into the rafters of the level. Use the zoom ability to push against the wind and you'll discover three spheres down below waiting to be picked up. As spheres are thin on the ground in the early stages of the level, you need to make sure you pick these up each time you pass.



4 From time to time the level will throw up green and yellow bumpers. These aren't just placed there to annoy you, they serve a purpose. Fly or walk into them and they'll send NiGHTS or Claris flying through the air in the direction of spheres, stars or some other bonus. They speed you up too, so you can make more links at one time.



3 The friendly Nightopians are usually a calm, placid race but don't hang around if you accidentally smash into one of them. They can get quite annoyed if you haven't taken care and will no longer sing, dance and smile—they'll be on the war path for you!



5 Fly up into the lofty heights of the level and you'll find the spheres you've been looking for. They're trapped inside a cage, just above a rocky outcrop. To release these tasty morsels all you've got to do is smash into the cage—the spheres will fly out and home in on NiGHTS. You won't even have to bother chasing after them.



6 On to the far right-hand side of this course and you'll come to a series of bushes jutting out of the rocks at the top of the world. Spheres and stars can just be seen poking through, and there's a bumper strategically placed in-between them. Try to keep a straight line as you hit the bumper and you should collect everything—no problem!

7 20 spheres in the bag? It's Ideya Capture time again! Try not to fly into the Ideya Capture if you haven't collected 20 spheres though. Valuable seconds will be used up in counting the ones you have collected, instead of picking up more bonuses and scoring those all-important points.

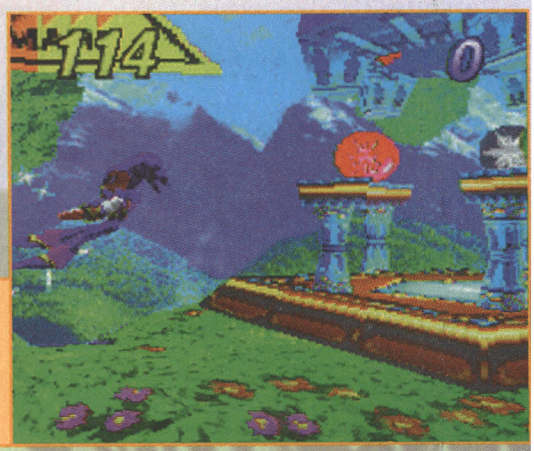




8 What do you get if you cross a Nightopian with a Nightmaren? I don't know, but it's hideously ugly and doesn't take too kindly to you standing around. This is the product of you smashing the Nightmaren into a ball and sending it knocking into a poor, defenseless Nightopian. You should be more careful with your rage!



9 Just to the right of the beautiful waterfall on this course is a group of stars. Perform a paraloop around these and you're in for a treat—a secret powerdash icon is yours for the taking. This will fill up your powerdash bar so that you can zoom and dash around to your heart's content!



10 The level exhausted, it's time to dash back to the Ideya Palace before the timer runs out. If it does and you change back into Claris then forget it and start over—you're guaranteed to only score an F. You need to score at least a C to qualify for the later levels in the game.

course THREE

Spring Valley

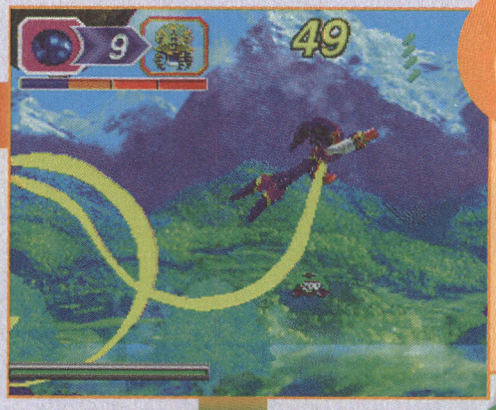
The Affection



A longer course than the last two, this section of the Spring Valley twists and turns around the trees and bushes but stays well clear of the chilly mountains, so there's no need to worry about chilly rogue winds! Remember to check out all the greenery for hidden bonuses before returning to the Ideya Palace for your grading!



1 Okay, so collecting one ring is good—it gives you points. Collect two and you get double the points, but collect lots in a row and you'll see the word 'Link' flash up at the bottom of the screen. The more items you collect in a row, whether they be rings, stars or spheres, the bigger the bonus you get for it!



2 Built into the points system of NiGHTS is a special acrobatics mode. When NiGHTS has flown through a blue and yellow dotted ring a yellow trail will emerge from him as he flies. By looping the loop, twisting and spinning a variety of acrobatics can be performed, each with a unique name that flashes up on the screen. See the Gameplay section for more details.



4 Course Three of the Spring Valley is huge. One thing to always remember is to check the extreme top of the level, as well as the extreme bottom. It's often a good idea to fly through one half of the level in your first pass, then the other on your second time around. This way you make sure you blitz every item going.



3 A short way into this course you'll come across a yellow and green bumper which will send you flying off in another direction. Well, just beyond this you should find a collection of stars. Circle these creating a paraloop and a special Nightopian icon will appear. Collecting this makes one of the little fellas follow you around, attracting any items you pass.



5 Performing paraloops is great fun, and useful when it attracts all the items inside the loop, but you must be careful not to create a loop when there are Nightopians around. If one gets stuck inside your paraloop it will be sucked away, and won't be too happy with you!



6 By now you must realize there are various ways of scoring points in NiGHTS. You can score links, tricks and pick up items. But try combining the three and you're in for a real bonus-fest! If you have the ribbon, try performing acrobatics while flying through rings and collecting items—that'll really boost the score.

7 From time to time you're going to get into a confrontation with a Nightmaren freak. They tend to grab NiGHTS as he flies past, pulling him down to the ground to knock five seconds off the timer. If they do grab, use the zoom button to break free. It's a good idea to attack them whenever you can, clearing the way.





8 Again, there are stars hidden behind the waterfall on this course. Just fly through it and they're easy pickings. Stars have no other value, except for adding points to the score.



9 All this collecting stars and spheres, flying through rings, performing tricks and remembering not to fly into walls is very time consuming. Don't forget to watch the clock at all times. You must always make it back to the Ideya Palace as NiGHTS himself. If you run out of time and change back into Claris you're only going to score an F, and fail this world.



10 The Sonic Team (the programmers behind NiGHTS and the original Sonic the Hedgehog game) has packed this with brilliant graphic effects and places you just have to see. High up on the hillside, Claris finds it extremely windy—even the trees shake as a howling sound effect blares out. Just a small extra feature, but one that sets NiGHTS apart from other games.

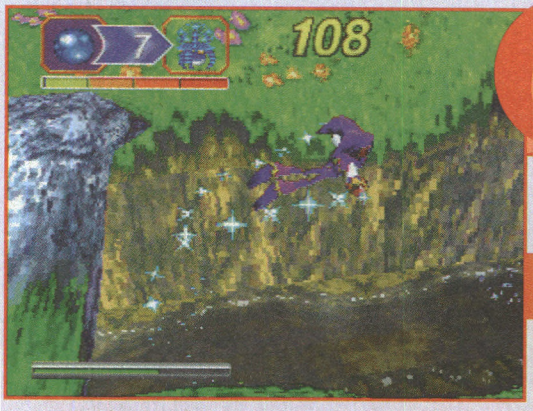
course FOUR

Spring Valley

The Affection



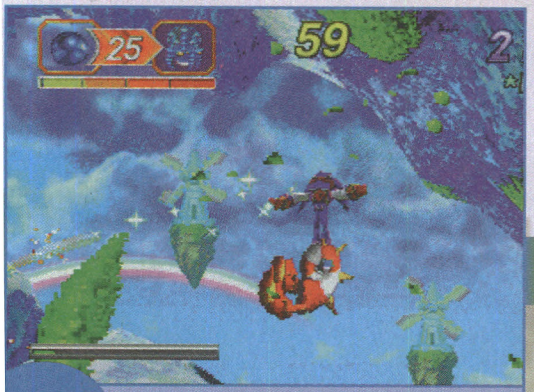
The largest course of the four, naturally, this one covers the entire Spring Valley world from the tops of the snow covered mountains to the depths of the valley with its hidden crevasses and bonus deposits. There are a couple of severe spins to cope with so hold on to your hat as you whiz around them!



1 The bridges and stepping stones are placed around the level to aid Claris when she goes for a walk. NiGHTS can also fly underneath some of them, by hugging the ground as he passes. You can usually find some well hidden stars or spheres lurking underneath—but watch out for trolls!



2 As you fly off to the right, let the wind take you, pushing you up the mountainside and into a collection of items. There's nothing down below of interest so don't bother fighting against it. Just enjoy the ride!



4 High up in the mountains is a dangerous place to hang out. You'll find that many Nightmaren gather around here, and with the wind blowing you all over the place you can easily knock into one of them and find yourself in deep trouble!



3 The A-Life system built into the game gives the Nightopians a life! They go about their daily business singing, dancing, and playing. But what's the point in all this? Well, if you find a Nightopian egg, fly into it and it will hatch. The offspring will think you're its mom and be friendly towards you. The more friendly they become, the more cheerful the music in the background.



5 The more complex the courses get, the more spheres you'll find dotted around the place. This is fortunate because it means you will only need to fly around the course once, collecting 20 blue spheres as you go. No need for a second trip around, saving time and giving you more chance to pick up bonuses.



6 In the 3D world of NiGHTS the viewpoint is constantly spinning around, even though you can't control it as NiGHTS. Towards the center of this level you'll find a rock formation with precariously balanced chunks of granite one on top of the other. Spin around these at speed, there are plenty of rings to fly through and you can score a huge link bonus.

7 If you are walking around the level as Claris, a good tip to remember is that you can jump through rings if you can reach them, taking the points as you go. Pressing the jump button once gives a small jump, pressing it again before she lands will give a higher one, then pressing again makes Claris spin in the air!





8 Look closely at the base of the level as you fly by for three blue spheres on a gray bridge. Paraloop around these and a pentagon shaped powerloop icon will appear. This will make your paraloop even more powerful, allowing you to collect items from a larger area.

9 Once again it's a good idea to fly through the middle of the bushes as you whiz past. You'll find there are many spheres and stars hidden inside which you would have otherwise missed!





10 So that's four courses completed. 80 spheres found and four Ideyas back to the Ideya Palace. Now you'll be graded on the entire level, an average of the four courses. If this comes in below a C, go back and start over—you haven't collected enough points and bonuses. If it's C or above—congratulations!

boss

Gillwing

The Spring Valley Nightmare

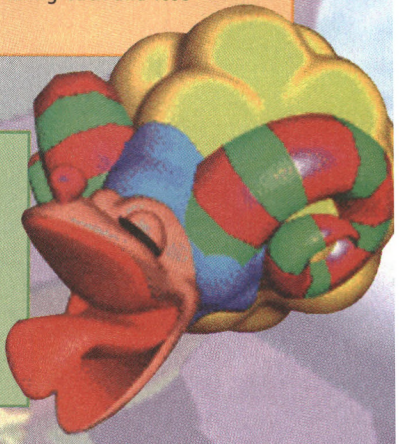


After the quiet serenity of the Spring Valley, Claris and NiGHTS travel on into the Nightmare world, where the first of the Wizeman's henchmen show themselves. Gillwing is a giant tadpole-like creature with a long, spiked tail and bat wings. He flies up through the ground and only has the one vulnerable spot.





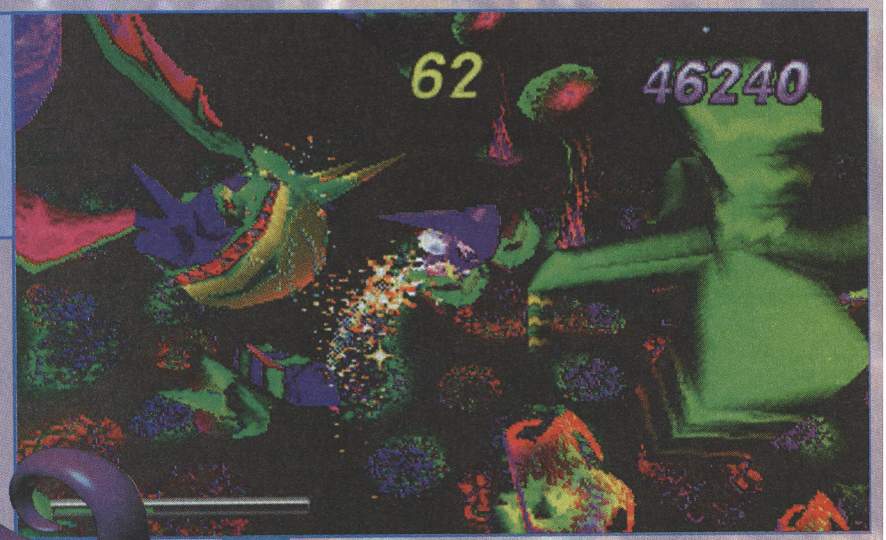
1 NiGHTS can deliver a blow to Gillwing, only by powerdashing his head. The best bet is to wait around in one place for him to come to you, then aim for the head, either from the top or the bottom. Avoid his teeth though, a blow from these will send NiGHTS reeling back and lose five valuable seconds.



2 When you've smacked this monster in the head, it will drop off, but don't jump for joy just yet! Another one will grow in its place and he'll come after you again. You have to deliver four mighty blows to this monstrosity before he gives up and lets you win.

3 If you miss the head when powerdashing towards Gillwing, you'll go towards the tail at a fair rate of flying speed. Pressing the L and R buttons together will make NiGHTS stop dead in his tracks, giving you the chance to fly away in the opposite direction before being clouted by the spiked tail.



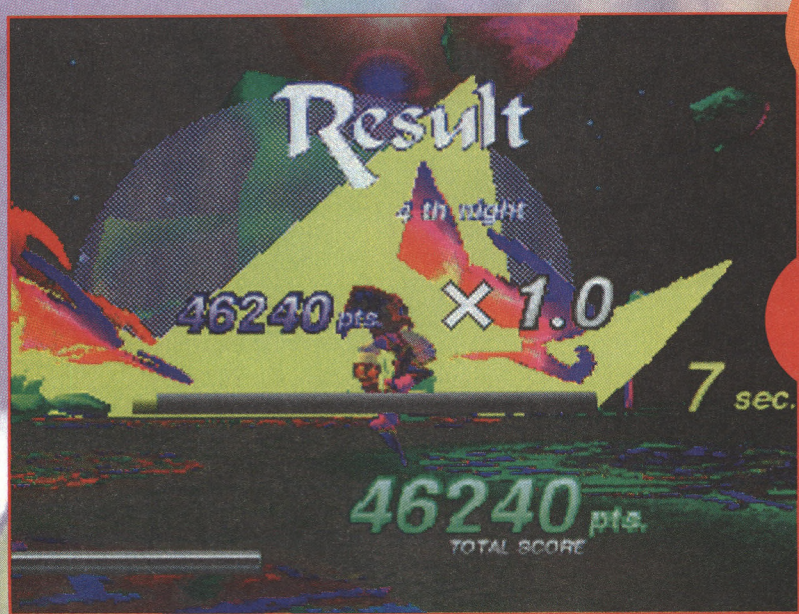


4 Occasionally you will miss Gillwing altogether and he'll fly right past. Don't go chasing the creature if this happens—you'll never catch up with him. Instead fly in the opposite direction around the play area, you'll soon be face to face again.





5 Here's a handy trick to save you time and give a gigantic bonus—knock Gillwing's head off on your first attack and then paraloop the space at the top of his tail where the head was. If you perform this trick successfully you'll kill him off in one go—giving a massive time bonus.



6 There's enough time on the clock to hit Gillwing four times, even if you have to fly around the entire area again before coming back for another blow. You'll soon have him on the ropes, and be on your way to the next world of NiGHTS.

course ONE

Mystic Forest

The Possibility



The Mystic Forest is a place bursting with life, and is dominated by tall trees. The first course is a short affair, so you'll need to fly around it a couple of times to collect enough spheres to visit the Ideya Capture half-way round.



1 New dangers start to appear in the game now, especially when walking around the place as Claris. Collecting spheres on foot is a good idea as it saves time for bonus collecting when you become NiGHTS, but remember that the clock is always on your tail. You definitely need to avoid the swamps as they will slow you right down.



2 When you start your flight around the first course you'll immediately come across a point multiplier. Pick this up and then zoom through the set of rings, aiming to knock the number on the multiplier down to zero. This will give an extra bonus if you manage it without leaving a gap in your link.



4 This course has been designed so that you need to fly frighteningly close to the Ideya Capture to collect spheres and stars. Nifty joypad maneuvers are essential to avoid flying into the Capture itself. If you do you're going to waste valuable seconds again, while your spheres are counted.



3 Towards the bottom of the course you'll see a gathering of Nightmaren freaks. They're guarding a collection of spheres down there, so zoom into them to knock them out of the way and take away their treasures!



5 Being a forest, this level is very green and dense and you can often find yourself bouncing between trees. In the middle of this first course are two green rubber-like features that will bounce NiGHTS to and fro. By hitting them in sequence you'll be catapulted back onto the right track.



6 Walking around the world is always a good idea at some point, you can take a good look around, checking out all the nooks and crannies. You'll usually find deposits of spheres in the far corners of the level—but be careful not to walk off the edge again.

7 A shiny red car. What could that be for? Well when flying overhead as NiGHTS the car moves around in the same direction as our clown-like friend.

By driving it over the symbols on the ground you can pick up extra points again. Tricky, but another clever addition to the game.





8 There are many traps to avoid in NiGHTS, at the very end of this course a strategically placed yellow and green bumper will send NiGHTS flying down a crevasse near the Ideya Palace instead of into it. If you're running out of time and desperate to hit the Palace, avoid this bumper!



9 Avoid hugging the ground towards the end of this course too. It's littered with objects that can get in the way of a smooth flight. This giant log has a top which opens up. You can't get inside it from here though, it's the exit of a secret underground section later on in this world.



10 Don't forget, time is of the essence again (how could you, the timer is big enough on the screen) and you shouldn't waste any of it at the Ideya Palace. Don't even wait for Claris to spin around with NiGHTS, just zoom off again, onto the next course.

course TWO

Mystic Forest

The Possibility



The trees can cause a few problems in the forest, causing NiGHTS to bounce from one to another. The course starts to cross over itself here too, and the Ideya Capture can be found on the far side—so you'd better start flying!



1 Flying around the world of NiGHTS can get quite confusing at times. Each course has a set 'rail' to fly along, meaning NiGHTS can move left, right, up and down, but not in and out of the screen. The confusion arises when objects fall in front of NiGHTS—you can't see what's behind. Perform a couple of paraloops to make sure you pick up any stray objects.



2 The yellow and green bumpers in course two have a habit of firing NiGHTS into the signposts! There are spheres and stars dotted around on the trajectory, so just make sure you duck underneath the sign to make it through without a headache.



4 When wandering around the Mystic Forest as Claris you should remember that you can do all the things you could as NiGHTS, you've just lost the ability to fly. Claris can jump into the Ideya Capture herself and even through rings to collect the points if she can jump high enough.



3 The muddy blue blocks around the world can be smashed with a simple spinning move, revealing the spheres underneath. This isn't always the best way to play though, if you smash the blocks they won't be there for Claris to walk over if you run out of time and change back into her.



5 So you want to get straight A's eh? Well there's only one way you're going to make it—links. Once you've got a good idea of the layout of a course, it's possible to link the entire course together—that's rings, items, secrets, the lot! Links of 100+ are easily achievable with practice.



6 So you know you can smash through the muddy blue blocks to reveal the secrets underneath—but now comes a hitch. You can't smash the bright blue blocks—they just send NiGHTS bouncing off in the other direction. These can become a real pain when you're on a smashing spree.

7 A happy world is a tuneful world, because the happier the Nightopians become, the more up-tempo the music goes. You can always tell if your Nightopian friends are happy because they perform a skill. Flying upside-down, singing, and having snowball fights are just some of their favorite pastimes.





8 Flying through the rings in NiGHTS takes lots of practice in itself. The trick is to fly through as many consecutively as possible, bumping up the link counter. If you miss odd rings, don't bother going back to pick them up—they'll be of little value on their own. Just carry on and find another clump of rings together.



9 The Mystic Forest Nightmaren tend to hug the ground rather than fly around the air. They don't cause much trouble as NiGHTS, but if you run out of time and turn back into Claris, you'd better be on the lookout for them. There's always an alternative route back to the Ideya Palace to take.



10 Each world of NiGHTS can seem vast if you find yourself wandering around it on foot. Well you're in luck! The Sonic Team has kindly included signposts to the main areas of the forest—you've just got to wander in roughly the right direction and you'll soon be back on track.

course THREE

Mystic Forest

The Possibility



Slightly longer than the previous outings, this time the course spins around the big blue building in the center of the Mystic Forest. Fly right up to this and you'll discover a secret entrance to the catacombs which hold many riches.



1 NiGHTS may be on a set "rail" as he flies around each course, but by paralooping he can suck in stars and spheres from outside the current area. You'll often find yourself crossing over other courses, looping here can steal items ahead of time, which will regenerate before you pass by them again.



2 The building in the center of this course has a secret catacomb which can only be accessed by raising the lid off the coffin. Arranged around the outside of the building are a series of targets. Hit one and the lid raises, hit the next and it lowers again. The trick is to fly past, hitting them all as you go. This way you'll be awarded the points for the targets, and leave the lid raised if you hit every one.



4 All the blocks dotted around in this world are there to make life easier for Claris on foot. They can be used as stepping stones to lead to pools of spheres ripe for picking. You'll need to jump from one to another though because Claris can easily fall down the gaps in the middle.



3 Being caught in the catacombs as Claris isn't an easy situation. The viewpoint can't swing around you because the space is so limited and walking off into the distance just makes Claris shrink! Just walk to the left, jumping up the hillside and back out into the dream world!



5 Once the timer has run out, NiGHTS has changed back into Claris and returned to his Palace and the spheres have been scattered far and wide, Claris can't simply return to the Palace and carry on as NiGHTS. The entire course must be completed all alone on foot.



6 The only way to complete the underground catacomb section is to fly in as NiGHTS. This is a bonus frenzy so if you can pay a visit while returning to the Palace with the Ideya, you'll definitely be in for a top score. Don't fly out the same way you came in though, keep moving to the right and you'll find the secret exit.

7 The first ring NiGHTS will come to underground will activate his acrobatic ribbon trail. With a sky full of stars ahead, try performing twists and spins while collecting them. You'll see X2 bonuses flying left and right sending your score soaring.





8 After collecting all the stars you can see, the viewpoint will spin around and NiGHTS can continue to the right. Keep flying up and right and you should soon be on the correct path out of the darkness.



9 Up the bank on the other side of the catacombs and NiGHTS will burst back out into the sunlight, through the top of a log. This will slam shut behind him, making sure you fly through the course again if you want to reap the benefits of the catacomb bonuses.



10 The game seems to push you right all the time, but why not try flying left from the Ideya Palace for a change? You will find an acrobatic ribbon with plenty of space around it for performing. With more than 30 different moves to achieve, you've got plenty to discover.

course FOUR

Mystic Forest

The Possibility



This path crosses over in about four or five places! You just won't know whether you're coming or going. Keep an eye on the timer at the top of the screen, because down below are swamps that will swallow Claris up for breakfast if she falls into them!



1 Moving left from the start of the fourth course you'll immediately come to a cage containing eight spheres. Zoom into it to smash it open and you've made a brilliant start to collecting the 20 you need to blast open the Ideya Capture.



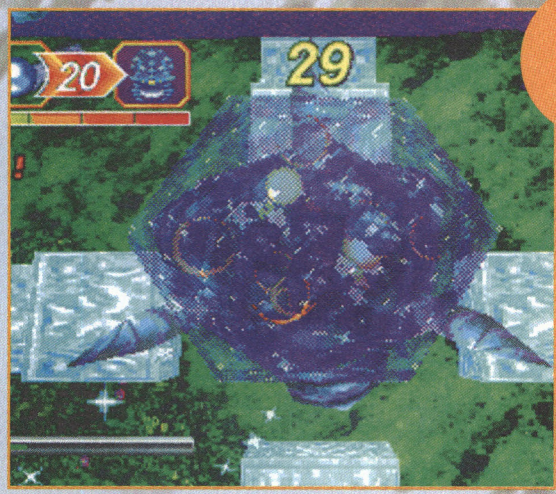
2 Up until now, collecting rings has been a good idea—but these blue and white spiked rings simply must be avoided. Flying through one will take five seconds away from the timer, and stun NiGHTS for a good few more. Nifty movements and a fast reaction time will assure no damage is done.



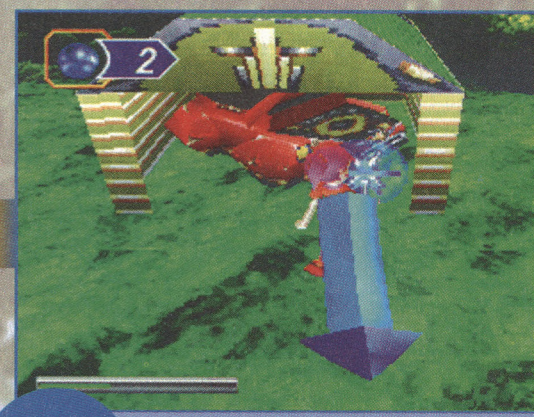
4 Forget controlling NiGHTS for a while, instead concentrate on the car. There are point markings to drive over and arrows which show the way to the car's garage. The idea is to collect as many points as possible, then drive in through the garage door where they'll all be counted up and added to the overall score.



3 Another twist on the theme—this time the viewpoint shifts to above NiGHTS, looking down. This gives the Mystic Forest a whole new feel, and you can at last make sense of all the markings on the ground. Way down below you can make out the car that moves around mimicking the movement of NiGHTS.



5 Now you can concentrate on getting NiGHTS around the obstacles in the top-down view. The Ideya Capture is in the top-right of this section so make sure you have collected the 20 spheres before flying into it, otherwise you'll have to go around the entire course again.



6 The great thing about NiGHTS is that you can perform a task, like driving the car back to its garage, and then visit the same area again later but see it from a completely different angle. As Claris, the garage is huge and the car looks really neat. It's just a shame she can't jump inside and take it for a spin!

7 Towards the end of course four you'll find a set of blocks at the top. Fly around these and you'll find a set of stars arranged in a circle. Anything arranged in a circle like this is just begging to be paralooped and doing the deed on these stars will reveal a Nightopian icon.





8 The signposts that are so useful to Claris when she goes on one of her walkabouts are a real pain in the top-down view. They block NiGHTS' way and there's no way to duck underneath them. The only answer is to find an alternative route around.



9 I told you the Nightmaren have strange, eerie powers. If NiGHTS gets into a skirmish with them on this course they'll turn the poor chap into a mini version of himself. The only side-effect is that it will take so much longer to get anywhere at this size. Luckily, flying for a few seconds will change NiGHTS back to his old self.



10 All four courses completed with a satisfactory bonus rating and you'll be off to fight the big end of world boss. If you haven't scored C or above though, your best bet will be to go back to the beginning and start over.

boss

Clawz

The Mystic Forest Nightmare



At the end of the Mystic Forest, you'll find yourself high up in the tower of a castle where Clawz, a cat creature with bat wings, will be waiting. There are two revolving platforms here, going opposite directions, and Clawz has tied mice down to these.

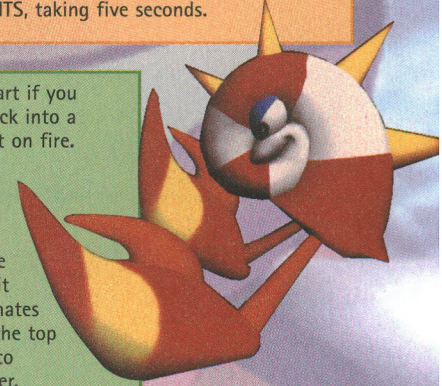




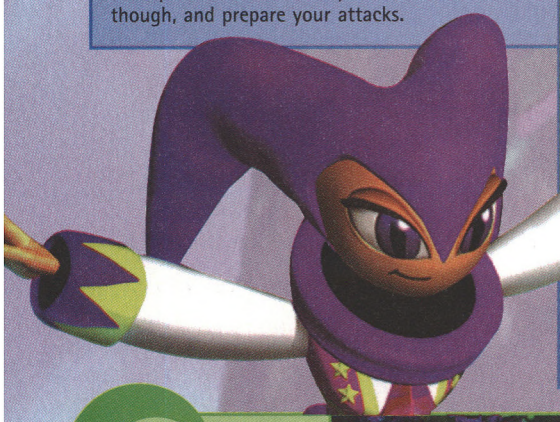
1 As the mice rotate around with a look of terror on their faces Clawz jumps from one to another, setting them alight! They start to crackle and fizz. This is when you need to get to them—quick! If you reach them in time, powerdash them and knock them off their perch. If you don't, they'll fly off and come spinning into NiGHTS, taking five seconds.

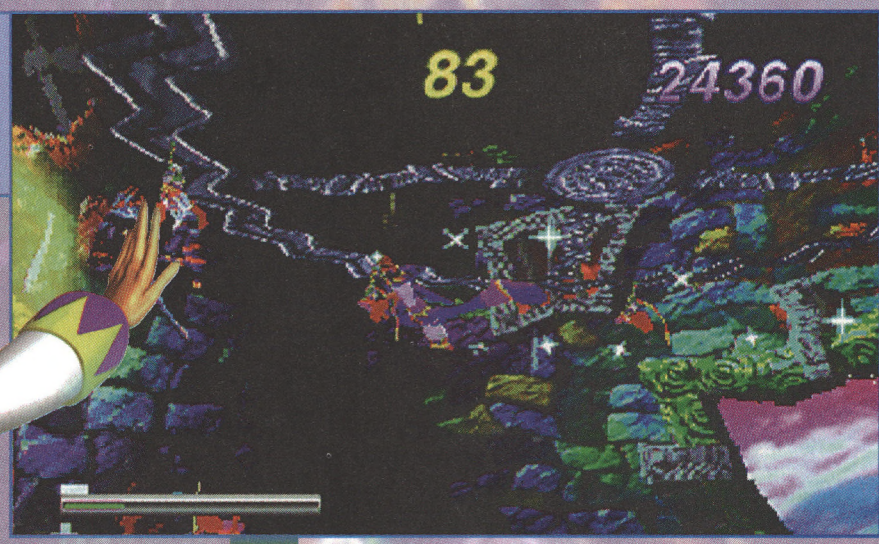


2 The problems start if you accidentally knock into a mouse that's not on fire. NiGHTS will grab hold of it anyway, and you'll have to powerdash away, turn around, and get to the mouse on fire before it goes pop. Clawz alternates between the mice at the top and bottom too, just to confuse matters further.



3 You don't get to see Clawz up close through most of this Nightmare level, he'll just bounce around in the background, setting the mice on fire. You can anticipate where he's likely to move to next though, and prepare your attacks.





4 Each time you knock off a fizzing mouse, you'll give Clawz one less place to jump to next. When you're down to only a couple of the helpless creatures he'll really begin to panic.





5 One mouse left, so you know where Clawz is going to be. Fly over to where he's lighting up the last one and powerdash right into him. The pathetic creature will only take one blow to kill—it's just a shame you couldn't save all those defenseless mice!



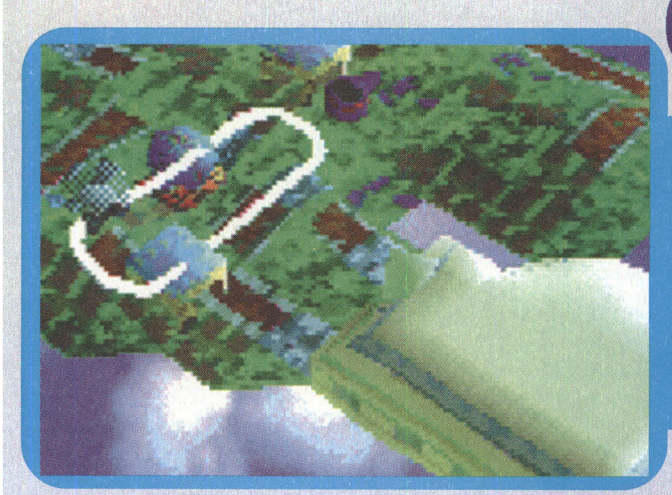


6 Another result, with Clawz exploding in the background—that's the end of the Mystic Forest. Count up your points and get the grade—anything less than an A and you've got plenty of room for improvement.

course ONE

Soft Museum

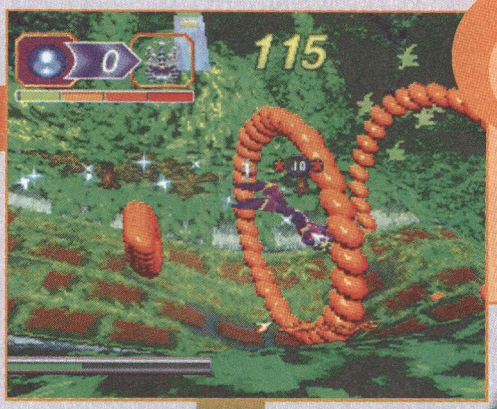
The Confusion



The Soft Museum is a world in a green garden. Pathways lead around the place to two large buildings, accessed by sliding doors. These contain all kinds of weird and wonderful things. The first course is only a short one, so it'll be over quickly.



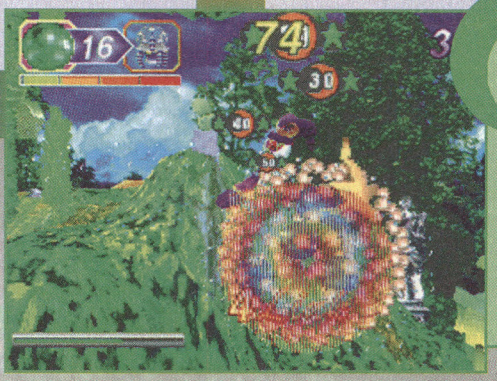
1 With Scottish Highland music playing away in the background, the first thing you'll notice about the Soft Museum is the rubber-like ground. As Claris walks and jumps around the ground bends under her weight using a brilliant graphical effect. NiGHTS flying close to the ground makes it ripple too.



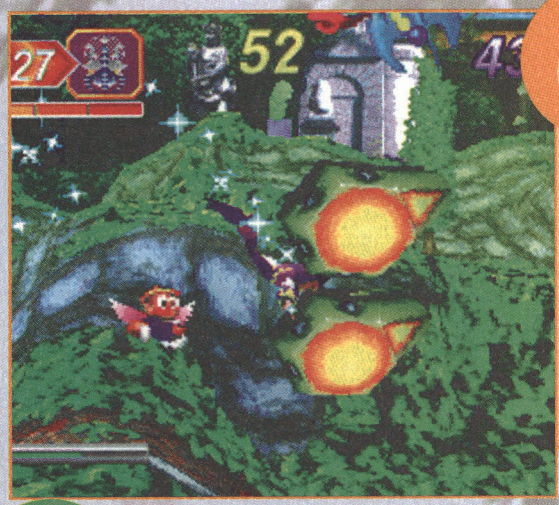
2 The majority of the rings in this first course are buried in the ground, appearing as half-rings. By hugging the ground as NiGHTS flies, you can ensure you pick up all the points from them. Keep low though, there are a couple of small buildings that NiGHTS will have to fly under to avoid a collision.



4 Everything in the Soft Museum is... well... soft! Even the buildings seem to be made from rubber. By bouncing on the roof tops you can catapult NiGHTS up, through the rings and straight into the path of a multitude of spheres. Any bouncing you can do to speed things up will give you more time for bonus hunting!



3 Many of the spheres you'll need to collect to smash the Ideya Capture are hidden in this world. About half-way around this course you'll come across a collection of stars. Paraloop these to collect them and in their place will appear the same number of spheres. Keep your wits about you to discover other such phenomenon.



5 You really do have to be a speed demon to get a high ranking score in NiGHTS. There's only so much you can do with your powerdash to speed NiGHTS up, you must keep an eye open for the bumpers too. These will send NiGHTS zooming in the correct direction, allowing many links to be made with little effort.



6 Just above the Ideya Palace at the very start of the course you can find a cage of eight spheres. Without this you'll be hard pushed to collect enough of the little suckers to make it through the level, so make sure you collect it each time you pass.

7 The trouble with these 32-bit 3D games is that occasionally your viewpoint is obscured by a building not on your path, or creature flying towards the screen. There may be items hidden behind in these instances, so make sure you have a good wander—even though you can't see what's going on.

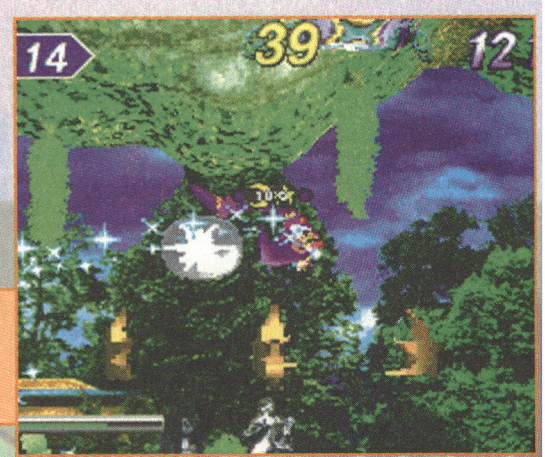




8 Inside the museum buildings the world changes completely. Everything is still rubber-like but it's more like being inside a giant pinball table than a building. The background reflects anything that passes in front of it—so you can check your appearance before continuing!



9 There should be just enough spheres in course one for two trips around to be enough—as long as you make sure you collect every one you can get your hands on. The rest of the time can be used for bonus hunting.

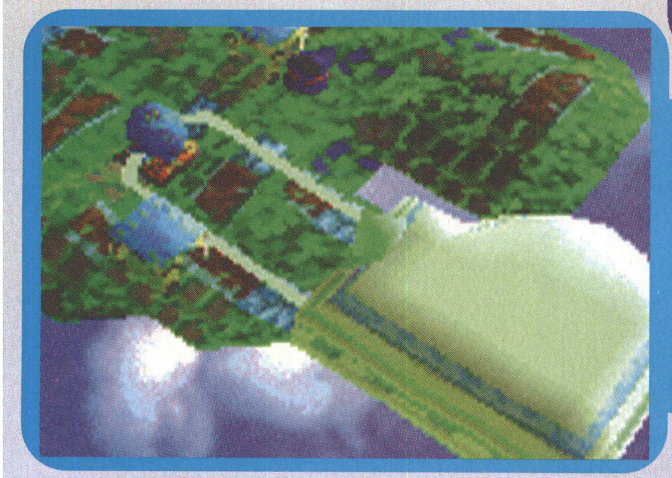


10 Just before the Ideya Palace at the very end of the course you're rewarded with a couple of stars. Beggars can't be choosers so collect them up with a paraloop and twist for extra points.

course TWO

Soft Museum

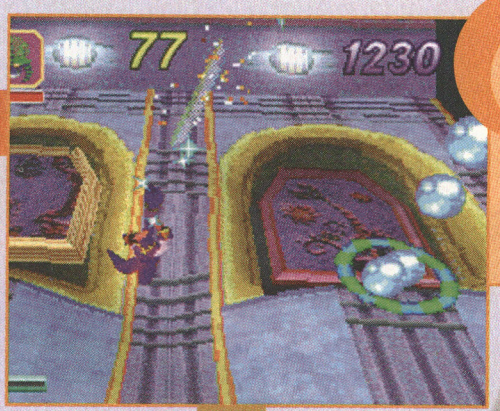
The Confusion



On this course NiGHTS will get his first flight through one of the Soft Museum buildings. With rubber walls and a pinball feel, he's going to be bounced around like a basketball! You can visit the museum as Claris, but she'll have a much harder time of it—she can't fly you see!



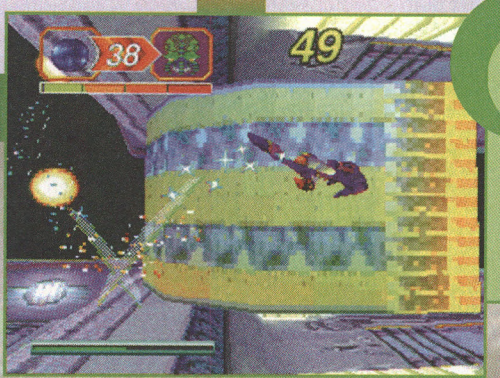
1 As you fly towards the doors of the museum they slide back to allow access. Now prepare yourself for a new gameplay experience. Successfully navigating this building is more a case of trial and error than skill.



2 You'll find collections of spheres and strange new green and white rings at the top and bottom of this room. These rings are a glass protection over the spheres and must be powerdashed to release the treasure. As you break them free you can hear the glass shatter.



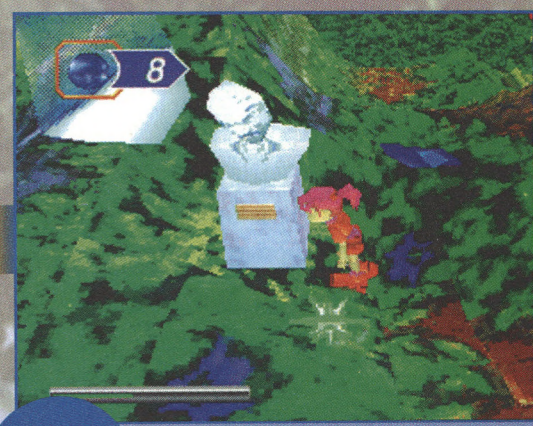
4 The platforms in this room have a countdown device built in to them. By knocking into them you cause the lights on their base to move towards the middle. Knock them three times and they'll crease under the pressure. Strangely, NiGHTS blows up like a balloon each time he hits one of the platforms!



3 You need to use a little brute force to get out of this room and into the next. The door must be pushed back, using a powerdash. If you're all out of dashes you'd better hope NiGHTS can muster a little strength from somewhere because these things can be stubborn.



5 It's essential that you collect 20 spheres before entering the next room because it contains the Ideya Capture. If you don't, the only way of continuing your game will be to fly through the entire course again, wasting valuable time.



6 NiGHTS is an extremely pleasant game to look at. Each world has objects and scenery that are worth checking out, even if they don't add anything substantial to the gameplay. In the Soft Museum gardens you can find all sorts of statues that bounce up and down with the ground movement.

7 Not only do you score points for picking up spheres, stars, and flying through rings but smashing up any platforms and scenery you can find will earn you a few too. All the platforms inside these museum buildings are vulnerable so go on a smashing spree as you fly by.

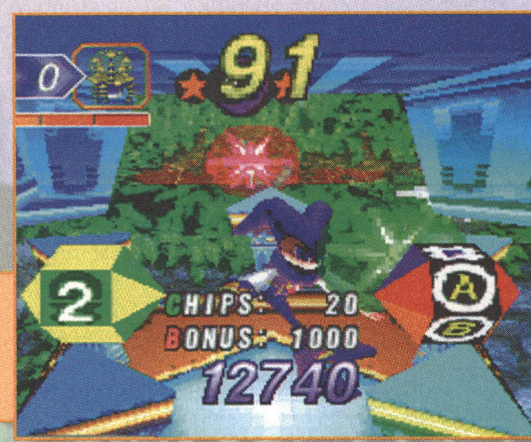




8 Eventually you'll fly back out the rear of the building. The best bet here is to fly into the yellow and green bumpers immediately. This will increase NiGHTS' speed and get him back on the right track for the trip back to the Ideya Palace.



9 Just before the end of the course is another gathering of stars. Whenever you see a collection of stars like this you know there's going to be something worth having underneath. Paraloop these and a powerdash icon will appear, refueling your dash bar in the bottom-left of the screen.

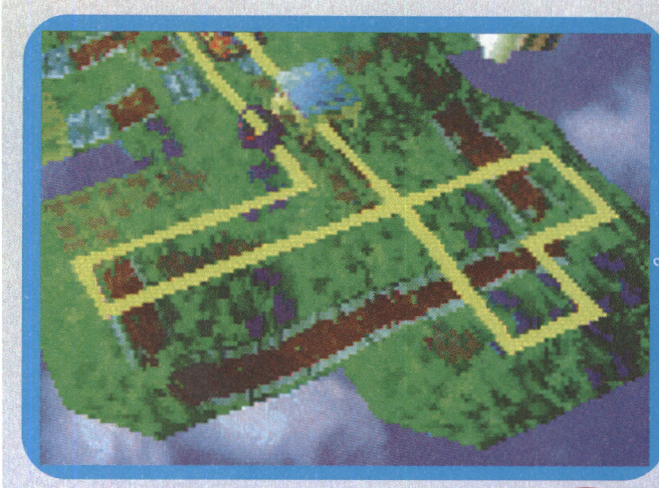


10 Don't forget to leave it to the very last second before returning to the Ideya Palace. Every last drop of time should be used for collecting bonuses, performing tricks and scoring as many links as possible. This way you'll be getting A and B grades before you know it.

course THREE

Soft Museum

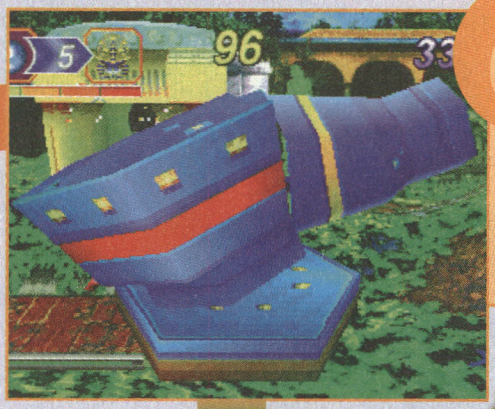
The Confusion



The third course takes place solely in the gardens covering more area than before, giving a break from the rubber museum building. It has severe 90° corners so the viewpoint will be changing very sharply as you fly.



1 You need all the help you can get for a high score in NiGHTS, so it's lucky that the first set of stars you come to can be paralooped for a Nightopian icon. One of the little creatures will follow you around for a few seconds, attracting every object you fly past like a magnet, meaning you don't have to bother collecting them yourself!



2 Fed up with flying? Why not be shot out of a cannon instead? By flying into the top of this cannon, NiGHTS gets fired towards a couple of rubber walls, rebounds off these and into the path of a set of rings and spheres. The viewpoint flips to behind our hero as he zips through the air.



4 While in this cannon sequence you'll have to choose which route you're going to take—the one through the rings for bonuses and links, or the one into a line of spheres. On your first trip around, the spheres are probably your best bet, then on the second you can twist and spin through the rings for extra points.



3 The rubber walls will bounce NiGHTS like a ball between them, making the course change direction two or three times before it settles out again. Don't worry though—there's no way you can miss the wall, everything moves along almost automatically.



5 If the rings are your thing, then make sure you keep NiGHTS central as he flies through. From this viewpoint it's very easy to let him stray too far to the left or right, often making the guy miss the rings altogether. Everything needs split-second timing, one wrong move and you've missed thousands of crucial points.



6 At the end of the cannon ride will be a line of bumpers. These have been placed there to automatically shoot NiGHTS back onto the right track. It is possible to miss them altogether though, but you could do with the extra speed, so aim for them if you can.

7 The Ideya Palace and Ideya Capture are very close together on this course, just around the corner from each other in fact. Don't forget you can easily double-back on yourself if you need to go between the two in a hurry—there's no need to fly through the entire level to get back to the start.





8 You'll encounter a couple of countdown markers on your travels through course three. You can pick up items or fly through rings to knock the counter down, so scoring the bonus points from one should be pretty easy.



9 At the very end of the level, hovering above the Ideya Palace you'll find a Nightopian holding a sign showing the number of stars you've collected on your travels. Paraloop him, or knock the sign out of his hands and you'll score an extra bonus.



10 Another C grade or above is ideally what you need to get. The score for the Soft Museum will be an average of the four courses though, so if you do get a bad score remember that you can always make up for it later by scoring an A or B.

course FOUR

Soft Museum

The Confusion



You get to visit the longest building in the Soft Museum on this course, on the far side of the world. More pinball-style antics are in store. The course only has a couple of twists and turns in it this time though—around the Ideya Palace.



1 Up until now, rings have been placed in neat lines for easy collecting. Well you're going to have to get nifty on the joypad now because they are placed in curves and doubled up to make things tricky. Simply zip the direction pad around after the first line to double NiGHTS back and collect the set.



2 Just to throw another spanner in the works, bad rings now litter the course. These are blue and white with spikes and flying through one will knock five seconds off the timer and stop NiGHTS in his tracks for a few seconds. Fly around these at all costs.



4 At the base of the building the main items to be found are stars. The spheres are in hiding once again. Just paraloop all the stars you can find and the spheres will come through from underneath. Stars are always worth collecting, but it's the spheres you want most of all.



3 Inside the long museum building the rings are set out in sets. With the reflection in the background it looks like there are hundreds! The first set has two rings, three deep. By making NiGHTS twist back on himself twice you can pick up all six with little hassle.



5 There's a double set of doors that need to be pushed back in this building. Try to save the powerdashing for these doors, rather than inside the building because you'll need all the strength you can find. You'll need NiGHTS at a slower speed in the building for collecting all the items anyway.



6 You can power up your paraloop with the icon just outside the museum building. Paraloop the collection of stars with the sphere in the center as before and the icon will appear. You'll now be able to loop even larger areas than you could before.

7 The Nightmaren come in all shapes and sizes throughout the game, check out the section at the beginning of this book if you don't believe me! In the Soft Museum, the main one to avoid is this lion-like creature. If the Nightmaren get anywhere near the Nightopians they can mutate into even more hideous creations.





8 With each world it's always a good idea to take a walkabout before becoming NiGHTS because there are deposits of spheres you can only access while walking. Collect 20 before becoming NiGHTS and you can have all the time as bonus time.



9 Walking around on the rubber ground is a pain in the neck—especially if the clock is right on your tail. Jumping from place to place will ease the problem though as you won't get stuck in the bottom of the bend. You can use the momentum of the bounce to help you too.



10 Grab the Nightopian's sign back at the Ideya Palace again for extra points and receive your grading. If you've made the grade it's off to the third Claris boss for a mighty fight.

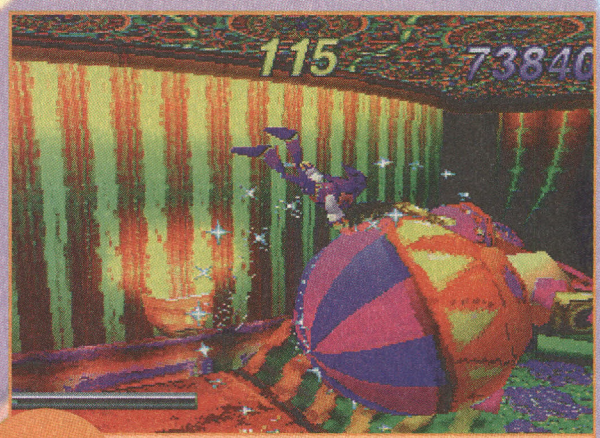
boss

Puffy

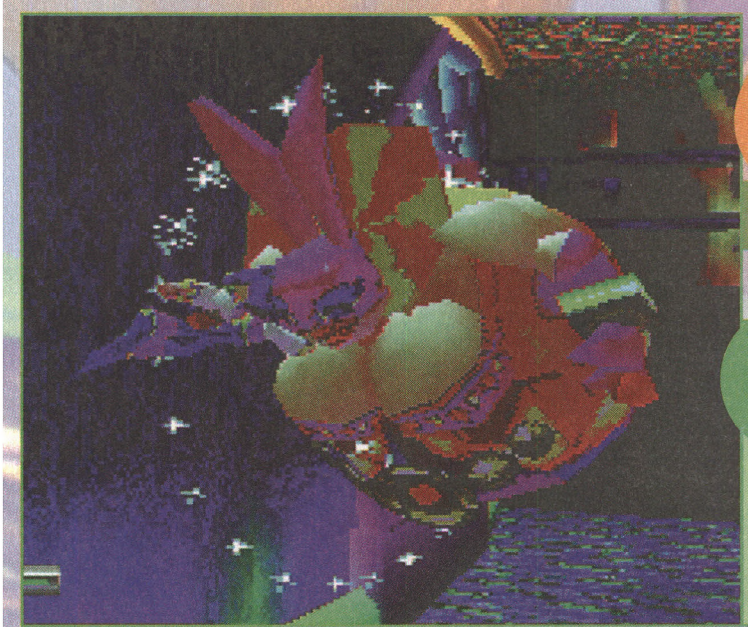
The Soft Museum Nightmare



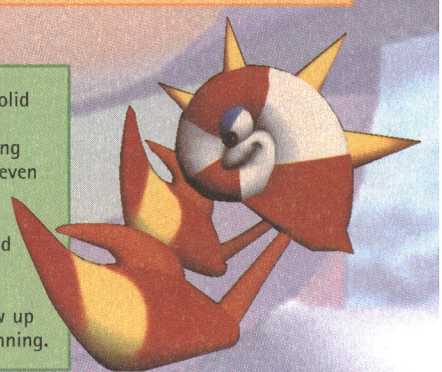
Each Nightmaren boss you come across is loosely connected with the world you've just played. Splash Garden has Gulpo, Spring Valley has Gillwing, etc. So naturally the Soft Museum will have... Puffy! A large beachball opera singer with a rabbit's head. Strange.



1 Puffy is probably the simplest of all the Nightmaren to kill. All you need to do is grab her large mass, use the D-pad or analog controller to spin her around, and then let go to send her spinning off into the distance. The tricky part is that you have to aim her at the fragile walls and bars that separate each part of the play area. She will smash through.

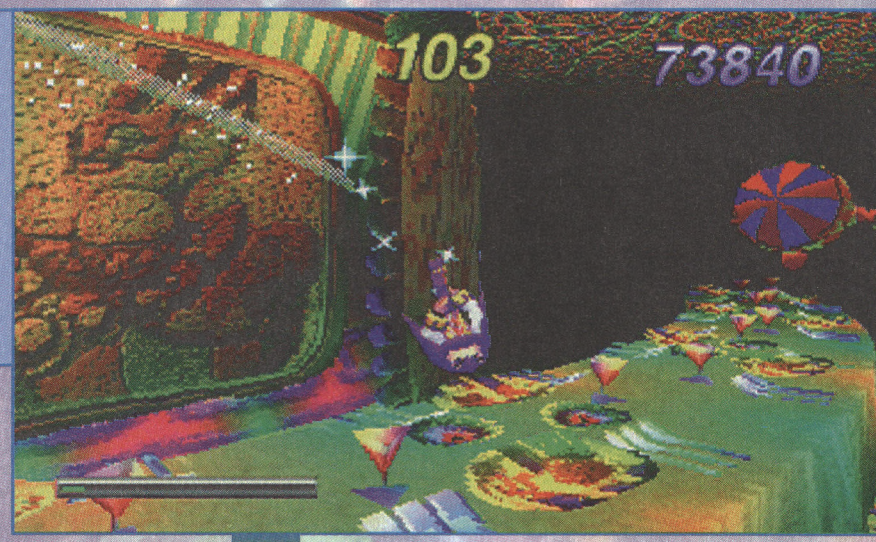


2 If Puffy flies into a solid piece of wall she will rebound back, knocking NiGHTS around and flying even further away from your goal. Get it just right on the fragile walls though and she'll go straight through, this is when you should follow—quickly. Now follow up the move with another spinning.





3 Just keep grabbing Puffy and spinning her off to the right. It doesn't matter whether she bounces along the room like the giant beachball that she is, or flies straight through, as long as you're making progress to the right of the play area.



4 You can tell which are the fragile walls to smash her through, and which aren't, because they have a speckled effect and are a slightly different color. Some use a lattice pattern, which crumbles on impact.

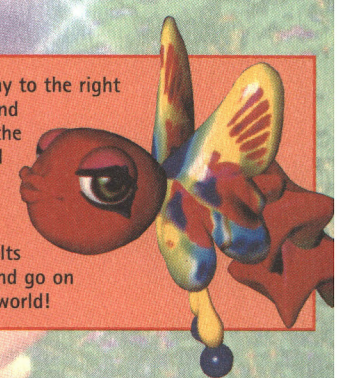


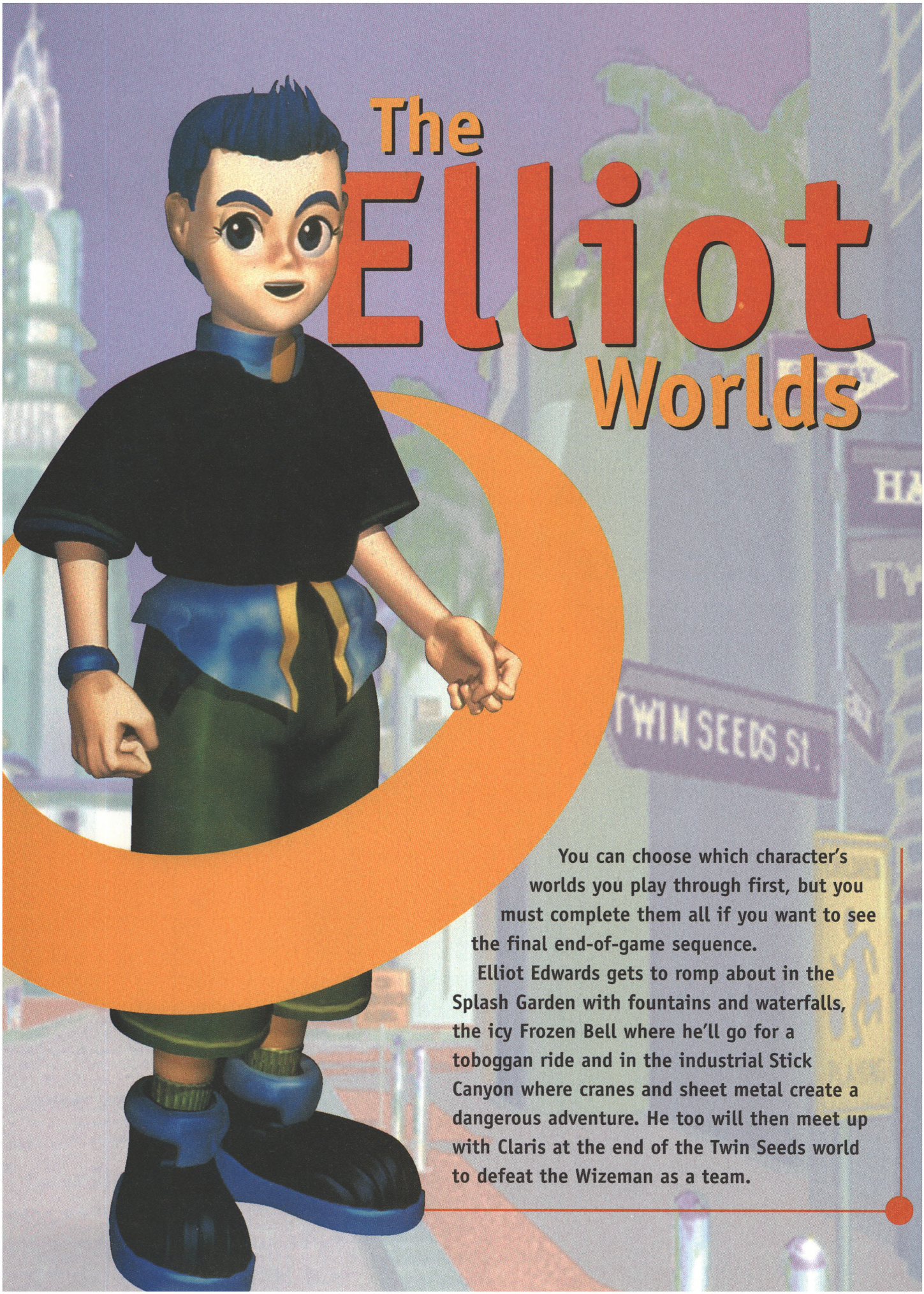


5 If you fire Puffy into a solid wall, and she rebounds backwards, quickly double-back on yourself and fly to catch her again. She can end up right back at the start of the level if you let her rebound far enough—you then won't have enough time to dispose of her!



6 Make it all the way to the right of the play area and knock Puffy into the last wall and a door will drop, trapping the strange rabbit creature inside. Now you'll be able to see all your results for the Soft Museum, and go on to play the Twin Seeds world!





The Elliot Worlds

You can choose which character's worlds you play through first, but you must complete them all if you want to see the final end-of-game sequence.

Elliot Edwards gets to romp about in the Splash Garden with fountains and waterfalls, the icy Frozen Bell where he'll go for a toboggan ride and in the industrial Stick Canyon where cranes and sheet metal create a dangerous adventure. He too will then meet up with Claris at the end of the Twin Seeds world to defeat the Wizeman as a team.

course ONE

Splash Garden

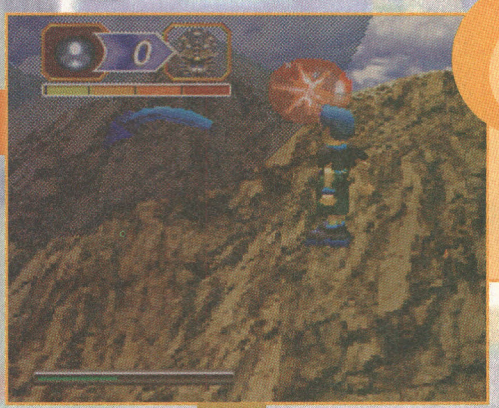
The Affection



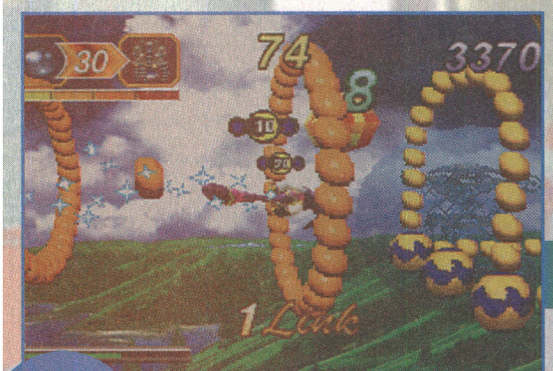
Set in a large abandoned garden, the Splash Garden world is littered with park benches and fountains with a special underwater section on the last course. The first course is made up of a circle inside a circle, you can swap between them using the fountains.



1 Before you know where you are, the Nightmaren arrive to steal your Ideya and trek off to the Ideya Capture with it. There's no way you can stop this happening on any of the worlds, so just sit back and let them get on with their job!



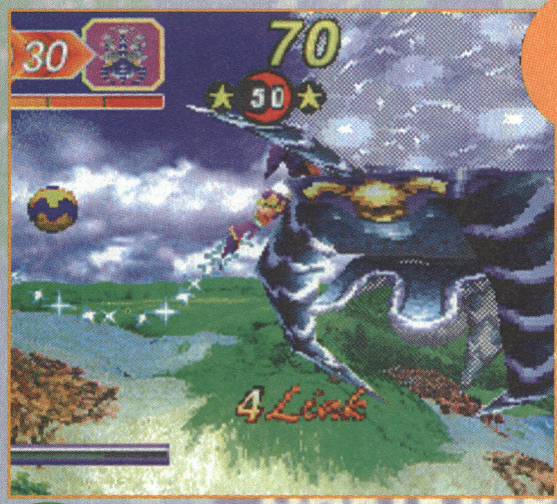
2 While walking around the Splash Garden you'll see the large water bubbles that NiGHTS will be able to zoom through later on. Unfortunately Elliot can't walk through these, he'll simply be thrown backwards, into the path of the chasing clock.



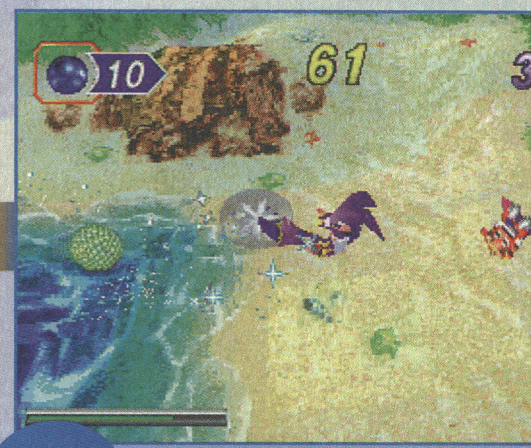
4 Your first countdown marker of the Elliot levels, grab it and run through the on-coming rings as quickly as possible. Leaving the slightest gap between flying through the rings or missing objects will mean you'll lose any bonus that may have been on the cards.



3 After having a wander as Elliot, NiGHTS will be ready to roll once again. There's a large collection of spheres at the very start of course one, so collect them all up because as usual you'll need all the ones you can get your hands on.



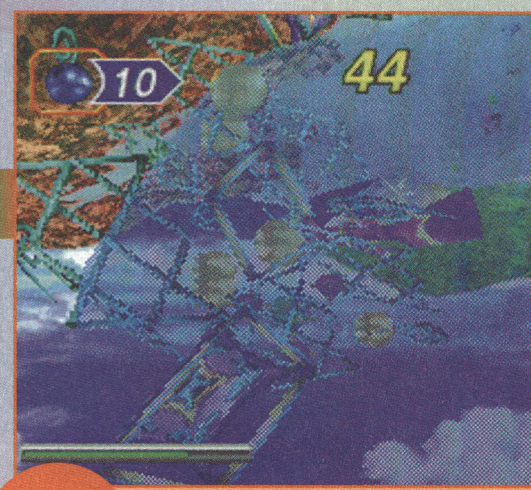
5 If you've already collected the 20 blue spheres as Elliot you're okay, but if you haven't, avoid the Ideya Capture like the plague on your first trip around. You'll only waste time counting up the few spheres you've collected, when you need that time later for bonuses.



6 These Nightopians get more amazing as each world goes by. If you hug the ground and fly past the pond in the Splash Garden you'll find a few of the little critters flying upside down to show off. Keep them happy, and they'll all be friendly towards you.

7 The fountains haven't simply been placed in the Splash Garden for decoration, they have a purpose. By hovering around the top of the fountain NiGHTS should be thrust onto a different course where he'll be able to reach previously out of reach items.

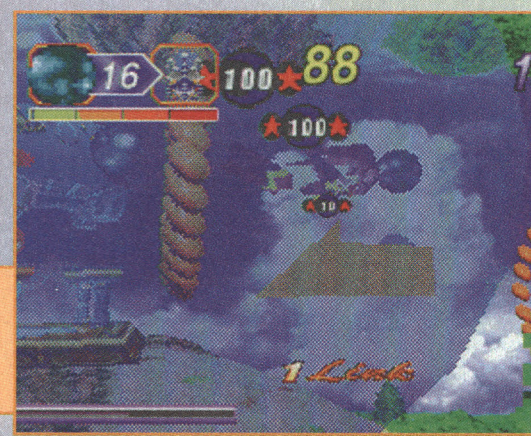




8 Move to the left on this new course and there will be a cage of spheres waiting to be smashed open. Whether you need these extra eight spheres or not, they're useful to pick up—and it's fun smashing the cages open anyway!



9 Given time, the Nightopian eggs around the Splash Garden will hatch by themselves, but you can give them a helping hand by grabbing hold and using the fire buttons. If you hatch a Nightopian it will instantly become your friend, and the number you've hatched will be saved in your A-Life data.



10 These water bubbles can be found dotted throughout this world. As NiGHTS flies through them he develops flippers and will shoot straight though to the other side—unable to control the direction. Make sure you've lined him up well before entering a bubble.

course TWO

Splash Garden

The Affection



This is a much larger course than the first in the Splash Garden, giving a good trip around the lush greenery. The center of the course spins around the huge clock in the park where many spheres and stars are waiting to be grabbed.



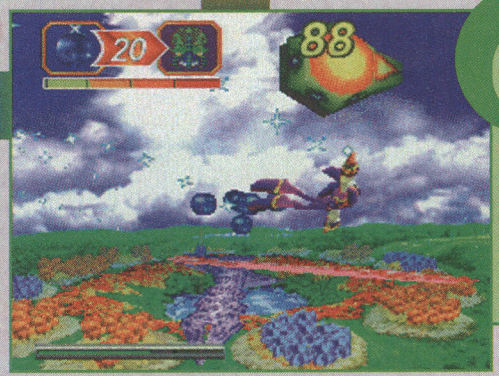
1 Fly down to the base of the course and you'll encounter your first target of the Splash Garden. Hitting this will make spheres jump out of the pod standing next to it. If you hit it again later on, stars will emerge instead, and you can hit the target as many times as you like to increase your bonus points.



2 Just above the pond up ahead will be a collection of stars hanging in the air. Use a paraloop on these to collect them all in one swoop, and also to release a Nightopian icon. Now fly near any item to attract it—you won't have to bother flying into them yourself.



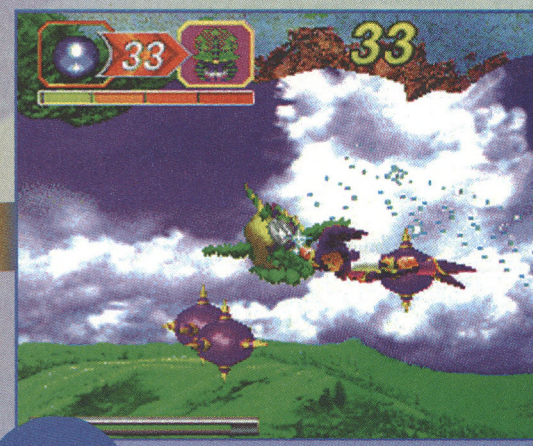
4 More water bubbles are here to be zoomed through, this time they contain pick ups themselves. You may have to double back and shoot through the bubble a second or third time to pick-up all the items inside. If you don't need them, don't waste the time.



3 As you fly around the giant clock in the center of the course, you can choose to either fly straight on to the rest of the items or by hitting the bumper, go around again to pick up any stray spheres you might have missed. This is quite tricky at first due to the high speed of NiGHTS as he passes by.



5 There's a littering of Nightmaren around this course, just waiting to be grabbed and spun off into the distance. It's always fun to aim them at the Nightopians, if you get a direct hit they will mutate into even more hideous creations.



6 Be careful when going on the rampage for Nightmaren though, some of them have spiked balls that rotate around them. You can't do anything to knock these off, you'll just have to sneak a blow through the gap they leave between their balls.

7 Just above the entrance to the clock section you'll find another water bubble. This time it contains a cage of spheres waiting to be smashed wide open. You shouldn't have too much trouble hitting the cage—they're pretty big things you know!

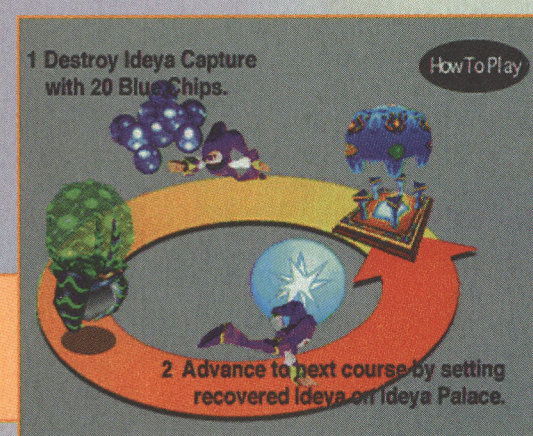




8 As I've mentioned again and again throughout this book—don't waste any time! If you do you'll end up like poor Elliot here—almost back in the Ideya Palace, but not quite. It's a real pain in the neck if you change back into one of the kids—and you'll score no higher than an F!



9 Whatever you do—don't let the roaming clock catch up with you when you're Elliot. There's no second chance in NiGHTS, if that searchlight hits Elliot it's Night Over, unless you can scrabble him to his feet quickly and run off. You'll have to start over from the beginning of the world if you fail.



10 Sonic Team, the programmers of this masterpiece, have been kind to beginners. If you do really badly, the game will register what you did wrong, and give you a playing tip screen to help you out the next time you play. These are worth studying for extra hints.

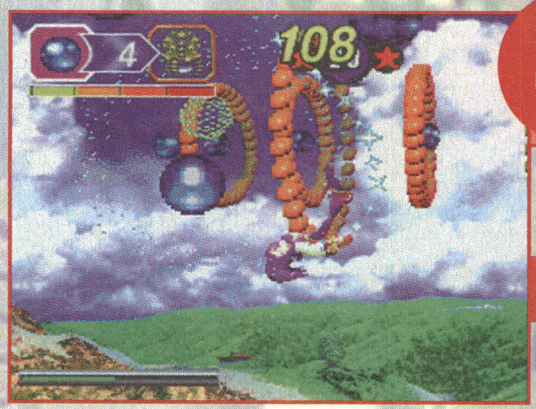
course THREE

Splash Garden

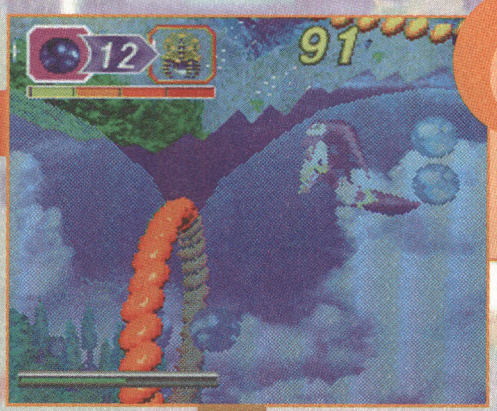
The Affection



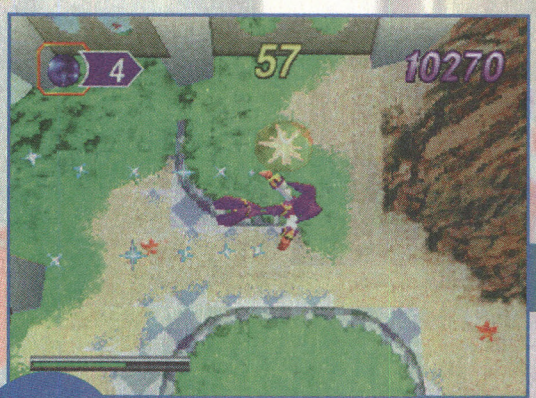
Stretching far and wide across the Splash Garden, course three adds an extra challenge to the game—it flips the viewpoint to above NiGHTS for one section giving a whole new perspective to the world. Now you can see the huge clock in all its glory.



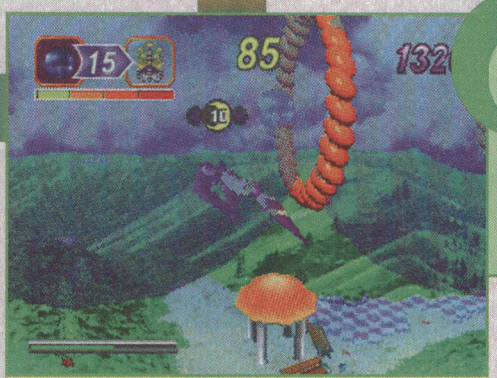
1 In many instances around each course, you may see spheres and stars, but find yourself unable to pick them up. This is because they're on a different course to the one you're on. Try paralooping around the area they're in, if they're close enough you'll be able to suck them in this way.



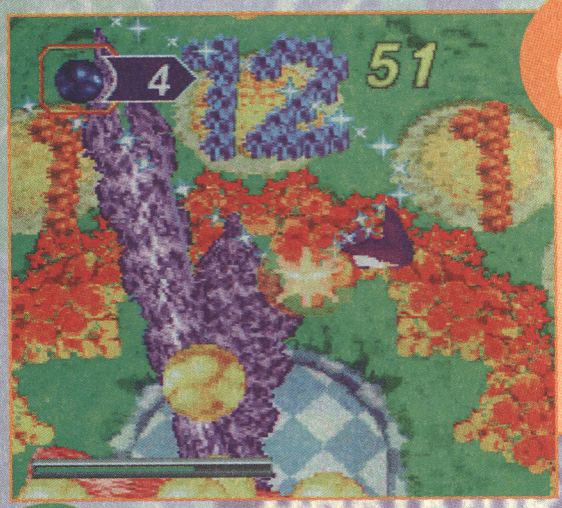
2 There's a series of bubbles here, linked together by normal rings in the center and with targets top and bottom. By bouncing through these diagonally you can hit all the targets and pick up all the bonuses on offer with ease.



4 On entering the garden in the center of the world the viewpoint changes to the above view. Inside this enclosure you'll find 90° rings to fly through and arrows to point NiGHTS in the right direction. The other side, the view changes back to normal.



3 It's then worth going back and flying through these bubbles a second time, this time lining NiGHTS up for a perfectly straight pass. This way you will ensure you fly through each of the rings and pick up the stray items hiding out in the center of the bubbles.



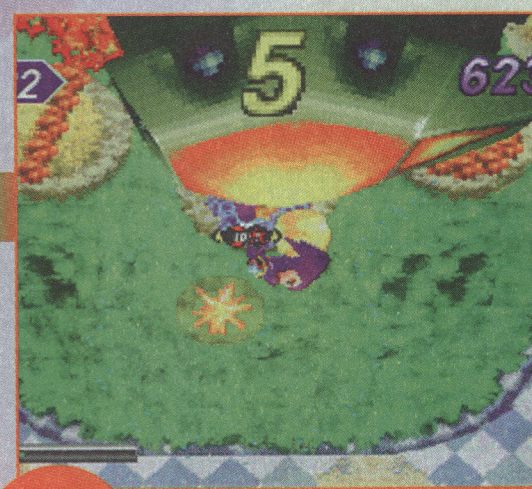
5 Fly around the clock a couple of times. Notice anything clever going on? The clock is actually ticking, and the hands moving around. It is in fact set to the exact time, using the Saturn's internal clock for reference. Another clever element that makes NiGHTS a really wonderful game to play.



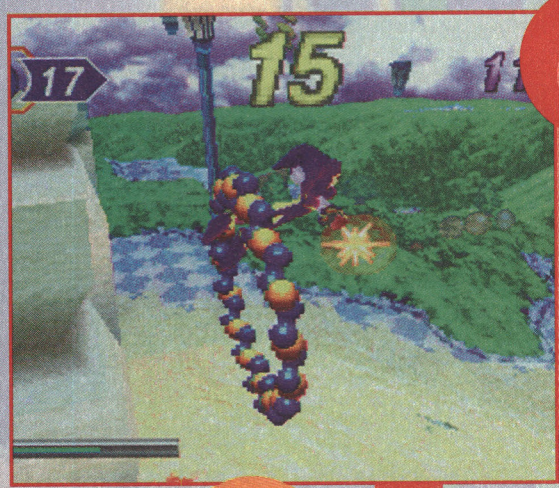
6 While in the top-down view inside the garden you can use the L and R buttons on the top of the joypad to increase and decrease NiGHTS' altitude. This will allow you to reach items that were just too far away in the normal view.

7 In this view you get a good look at how the targets and pods work. Hit the target and it will spin around, opening the pod up and letting out a splattering of stars or spheres. Spin around the target, hitting it again and again and you'll be showered with riches.





8 By using the L and R buttons to change your altitude, it's possible to hit the bumper hovering above the clock. Do this and NiGHTS will instantly be thrust back onto course two, flying towards the Ideya Palace at the end. It's quite tricky to aim him at the bumper though.



9 Miss the bumper and you'll have to fly through a ribbon ring to get out of the garden. Now is your chance to show off those acrobatic skills you've been mastering throughout the game. Up to ten acrobatics can be performed in one session—and these are the biggest point earners you can find!



10 Luckily, both Claris and Elliot can fall any distance without causing themselves harm in the world of Nightopia. You can bet your bottom dollar you'll run out of time just as NiGHTS is flying high in the air, so it's a good thing these guys are tough.

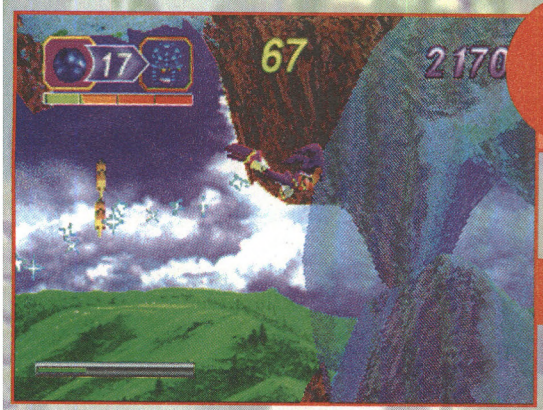
course FOUR

Splash Garden

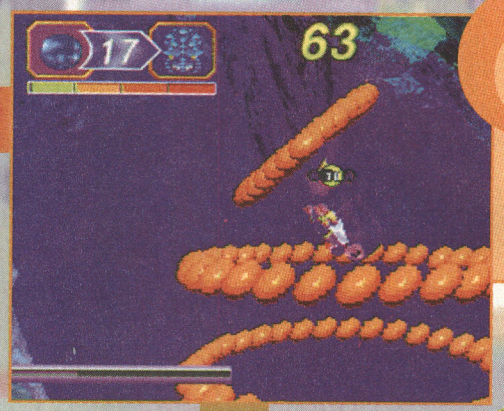
The Affection



Hold your nose and get ready with the shampoo because NiGHTS is about to take a dip underwater. This course dives down deep into the ocean, giving a whole new set of obstacles to avoid and throwing up new skills to learn.



1 The first part of course four is spent just getting to the underwater section. There's a water bubble to fly through just to whet your appetite and a few rings that can be disposed of quite quickly. Then it's time to go scuba diving in the coral reef!



2 Lines of rings will run down from the surface of the ocean. You can still paraloop as you could in the air, but there's a water current flowing through this section of Splash Garden which will sweep NiGHTS away if you leave him treading water.



4 Here are the treasures at the bottom of the ocean—two cages of eight spheres. These are essential so you must pick them up. If you have enough spheres already though, save them for your next pass when you'll be in bonus time and crave the extra points.



3 Down in the depths of this section bubbles float up, pushing NiGHTS backwards, stopping him from progressing any further. Either use the line of bumpers to break through the bubbles, or a powerdash will do the trick just as effectively.



5 There's a long line of spheres and stars just up ahead, and it's very difficult to keep NiGHTS in a straight line to pick them all up with ease. Hit the bumper on the far left of the line and you'll gain a speed boost which will make the task a little easier.



6 The viewpoint changes again now—to behind NiGHTS as he swims along the coral reef. Ignore the plant life though—you want to keep your eyes on the rings and items quickly zooming up ahead. Aiming NiGHTS in this view takes a little practice.

7 There are two routes to choose through the majority of this underwater section. One will send NiGHTS through rings for bonuses and the other will collect spheres. If this is your first pass through the water it's obviously the spheres you need to concentrate on.





8 When NiGHTS shoots back out the other side of the water he'll be almost back on top of the Ideya Palace. This is useful to know if you're running out of time, you can make sure you spend every last second underwater collecting bonus points.



9 Running out of time underwater and changing back to Elliot won't give the guy an underwater exploration. Instead he'll be sucked out of the water, tumbling through the caverns until he is thrown to the ground outside.



10 It's no use turning the lad around and trying to get back into the underwater caverns from this side either—he'll be knocked back as he was with the water bubbles, making him vulnerable to the marauding clock once more.

boss

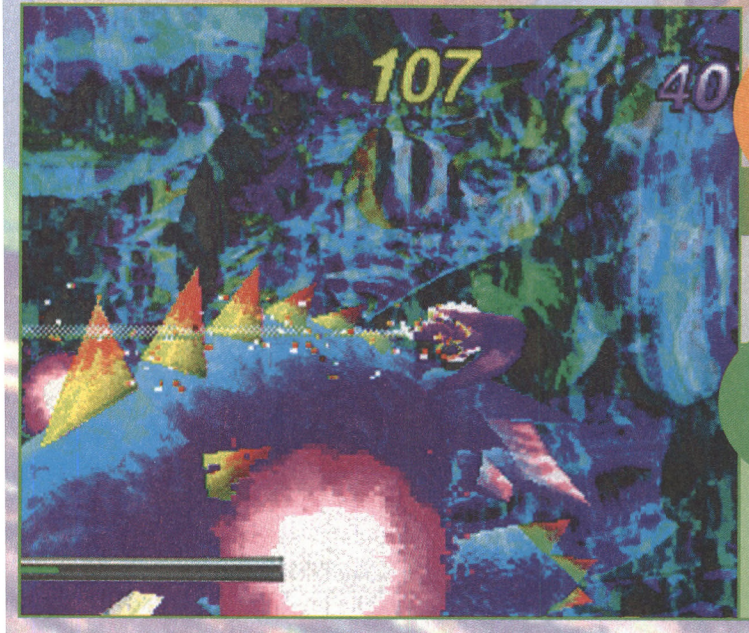
Gulpo

The Splash Garden Nightmare



After splishing and slashing around in the Splash Garden the Nightmaren boss just had to have something to do with water, didn't it? Gulpo is a giant piranha fish with razor sharp teeth and a cheesy grin. He hangs out in a cylinder of water that NiGHTS can't break into by himself.



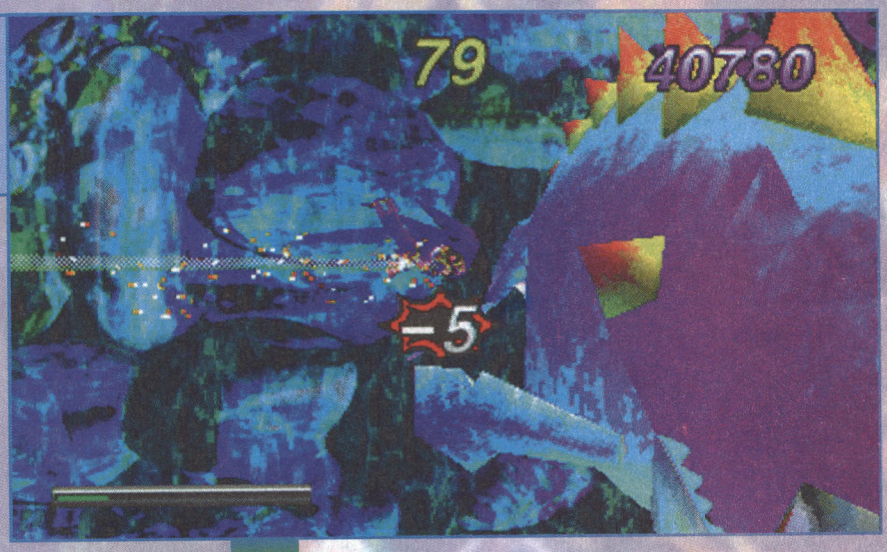


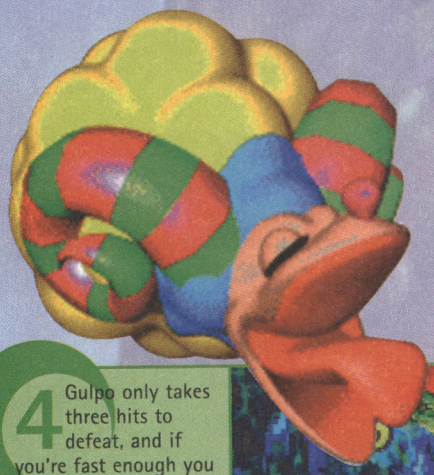
1 To enter the cylinder NiGHTS must grab on to one of the smaller, pink fish around the outside. These will then shoot NiGHTS through the center of the thing, giving a chance to hit Gulpo on the way through. The trick is to choose a pink fish that is in line with the giant Nightmaren.



2 If you choose a fish that's perfectly lined up, you'll spin-dash NiGHTS into Gulpo, landing a big blow and causing the fish to panic. Gulpo will now move around in the cylinder, so you have to choose a different fish to get him again. If he was at the bottom, he'll move to the top—and vice versa.

3 As with Gillwing at the end of the Spring Valley, Gulpo is only vulnerable in certain parts of his body. Dashing through and hitting one of the spikes down his back won't do any good—it will just knock five seconds off the timer again, making things pretty tough.





4 Gulpo only takes three hits to defeat, and if you're fast enough you can deliver these before he starts becoming more aggressive. If you're slow though, you'll be bombarded with pink energy bolts from the giant fish, don't enter the cylinder when these are about, because you won't be able to avoid them!





5 The perspective of this Nightmare level can be quite confusing at times. A pink fish might look like it's perfectly lined up, when in fact it sends NiGHTS flying through, missing Gulpo altogether. You can't afford too many false attacks, so choose your fish carefully.



6 Three hits later and Gulpo folds under the pressure. NiGHTS will fly back out of the cylinder and you'll see a spectacular explosion in the background, while your points are counted up. Well done!



course ONE

Frozen Bell

The Consciousness



Time to unpack those winter woollies and hot water bottles—the Frozen Bell world is freezing! It's made up of snowy peaks, with a long sliding toboggan run and a cool railway line complete with working train! The first course has no new surprises in store though.



1 As you wander around the Frozen Bell as Elliot, don't walk around the trees—walk right through the middle of them! Spheres and stars are hidden in their branches and although you won't be able to see them—you'll be able to see the difference in your score.



2 There are pools of icy cold water on the edges of this world, Elliot can splash about in them to pass over to the other side. Check underneath all the iron girders that hold up the railway line overhead, deposits of spheres can usually be found under here.



4 There are hidden cages of spheres in Frozen Bell, but unfortunately Elliot can't break into them himself, he's far too weak. Once you've spotted them, just keep a mental note for when you come flying by as NiGHTS, he'll be able to do the business.



3 These cross signs chime a warning to you, to tell you you're standing on the railway line! If a train comes along while Elliot is standing there it'll run him down, more often than not, pushing the lad through the tracks and down the hillside.



5 Aww... how cute! All the little Nightopians are gathered together on the station platform, waving as the train goes by. Being gathered together, they make great targets for mutations if a Nightmaren happens to fly overhead—go on... it's fun!



6 There are only a few rings to be had just up ahead, but a countdown marker has been left here anyway. Speed up as fast as you can if you want to be in with a chance of collecting enough items to earn the extra countdown bonus on the top.

7 Time and time again in the Frozen Bell you'll find arrangements with a collection of stars in the center and spheres on the outside—how pretty! Don't bother admiring them though—just collect 'em all!

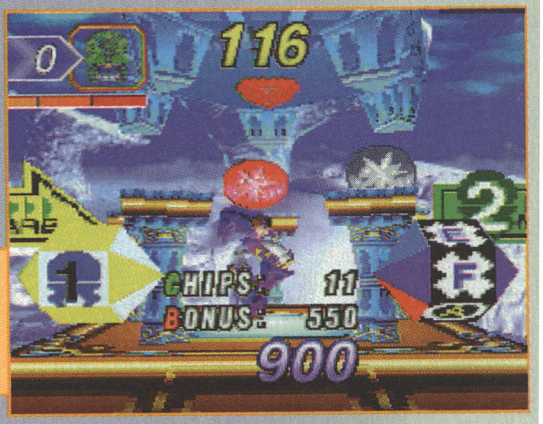




8 Don't forget to use the L and R buttons to twist and spin our jester-like hero as he collects items and flies through rings. Doing this you'll earn yourself double or maybe triple the number of points on each item—making for a huge score and high grade at the end.



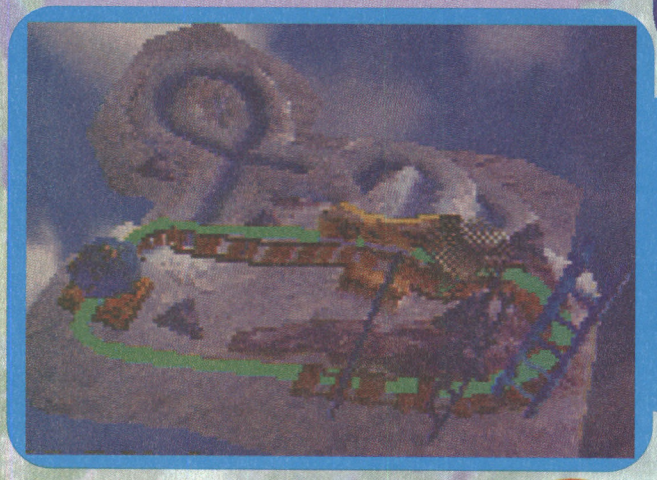
9 Take the time out to be friendly to the Nightopians. Seeing off any Nightmaren that may be bothering them nearby or just hovering around them, watching as they play, dance and sing. It may not seem to make a difference at first, but persevere and you'll hear the difference in the music.



10 By holding down the A, B and C buttons then pressing Start you can reset the game back to the title screen. This is useful if you change back into Elliot, because returning to the Ideya Palace as him will give nothing more than a measly F grade.

course TWO Frozen Bell

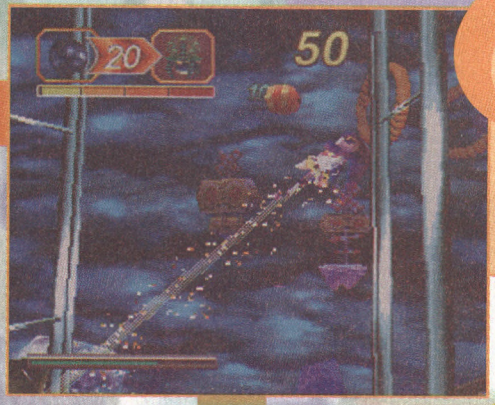
The Consciousness



This course passes underneath the iron girders on the far side of the Frozen Bell world. The rungs of these girders can be grabbed and spun around to pick up all the items arranged around them in one easy move. Keep moving—it's cold in these hills!



1 When you come to the first girder, up above the station platform, move up to the middle rung and spin around it. This will make a Nightopian icon appear. Collect this and then simply fly up and down the other girders to make all the items come to you, instead of you going to them.



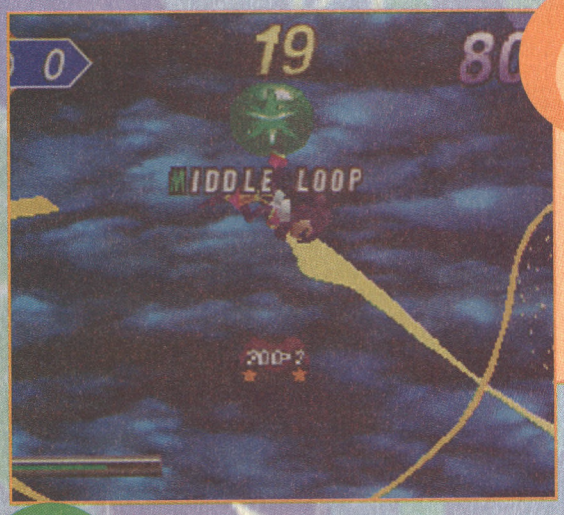
2 There's a series of bumpers along the bottom of the girders that will shoot you up and to the right if you let them. These are only worth using if you need to move on fast—if the timer is running out for example. Otherwise take the time to explore instead.



4 The yellow Twin Seeds train follows the track from one side of the snowy peaks to the other. NiGHTS travels along the same course, so if you're feeling brave you can race the thing to and fro. There aren't any points in it for you though.



3 The line of rings that start at the top of this section and move down lead to a bumper. Hit this and you'll be thrust straight into the Ideya Capture. Only go through these if you've got enough spheres already, otherwise you'll spend valuable seconds in the Capture.



5 Hitting the bumper just above the station platform will shoot NiGHTS through a ribbon ring. Acrobatics time again, this time try to pull off unusual tricks with the L and R buttons, these will earn you more points than the standard loops and twists.



6 After playing each course in NiGHTS a few times, you will get to know exactly where all the items are. It's worth taking the time to search for things on your first couple of attempts. This way you won't have to dawdle around the game when you're playing for real.

7 If you find yourself as Elliot once more, don't just go for the spheres that are on display and within easy reach. The brave lad can jump inside the igloos where he'll find two or three spheres to add to the count. Thorough exploration will turn up more.





8 Looking for a quick getaway from the clock? Elliot can jump on the train, standing on the center carriage or the engine and take a little trip. Watch out though—remember the train follows the track back again, so be ready to jump off when it reaches the end of the line.



9 Right at the end of the train's track there's a secret platform. To jump onto it Elliot will have to move to the highest point around, jump on the spot and then do a second, higher jump, this time moving towards the platform. There are spheres around the outside of it for collection.

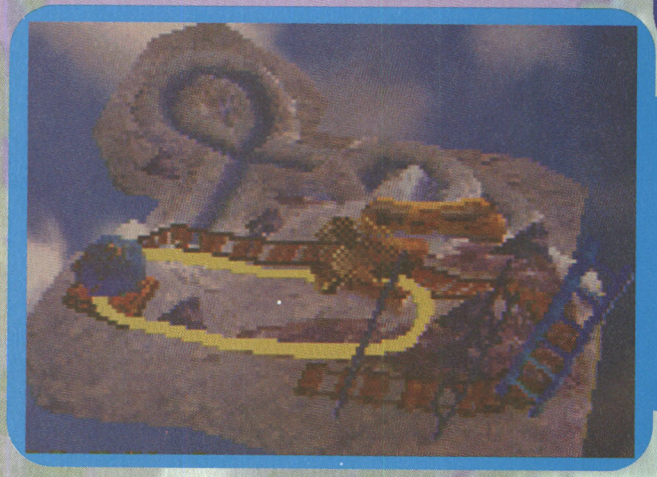


10 If you want to reach higher places, don't forget that Elliot can jump once, then pressing the fire button again he'll jump higher. Pressing it a third time will make him do a flip and go even higher still—useful for jumping him through low rings for the points.

course THREE

Frozen Bell

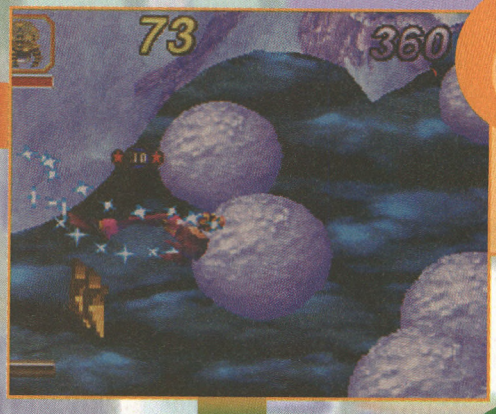
The Consciousness



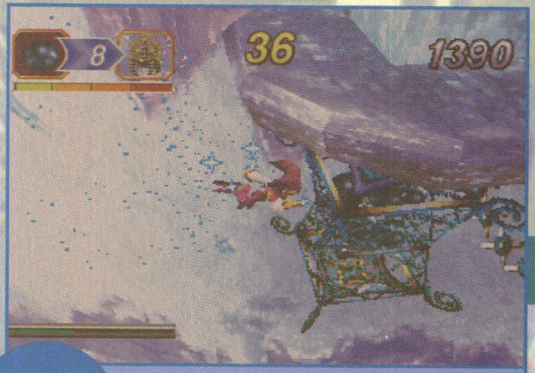
The third course of the Frozen Bell is smaller than the second, not straying outside the train tracks at all in one simple oval. There's plenty of action going on though, and the Nightmaren are definitely on the war path, attacking at every opportunity! Be on your guard.



1 Where you find four 90° rings, with stars at their center, perform a paraloop around the lot. A powerloop icon will appear, making your paraloop even more powerful for the rest of the course.



2 All the stars high up on this course are protected by giant snowballs! You'll need to push these out of the way to get at them. Powerdashing through the lot in one swoop will solve the problem quite effectively.



4 Just after flying past the Ideya Capture it's best if you hug the ground. You'll fly down and underneath a platform where you'll find a cage of spheres hiding. Smash it and immediately double-back on yourself, or press L and R together to stop NiGHTS dead.



3 There are plenty of spheres waiting to be picked up around course three—and most of them have kindly been lined up ready for collection. You'll probably end up with double the amount, so save some for bonus time where they'll become golden chips and worth more points.



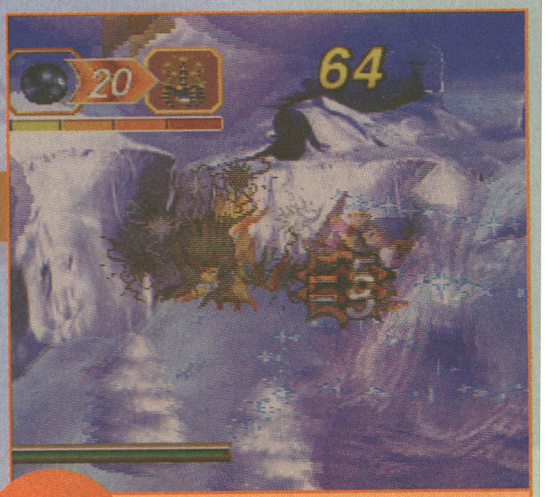
5 If you fail to stop NiGHTS in time, you'll soon discover why you should have doubled-back. There's a bad spiky ring just beyond the cage that will take five seconds off the timer and stun our hero for a few more. You'll know for next time now!



6 Back up the top of the course is an even larger ring of snowballs. This time they have spheres at the center. Paraloop these spheres and you'll uncover a powerdash icon. By this time your powerdash bar could do with refueling so pick it up before it floats away.

7 By keeping low over the next few seconds you can fly NiGHTS through the trees on the ground and pick up the hidden items in the branches. Lord knows what they are—but they add a few more points to the score so who's complaining?





8 These lion-like Nightmaren are called Gao. They mooch about this course, electrifying themselves whenever NiGHTS goes near. Avoid contact with them at all costs because you'll easily lose another five seconds off the timer.



9 You actually score points for smashing the snowballs that protect the stars and spheres in the rafters of this course, so if there are any left lying around and you've got a little spare time, go on a smashing spree. It may only be a few points—but look after the small ones and the rest will look after themselves!

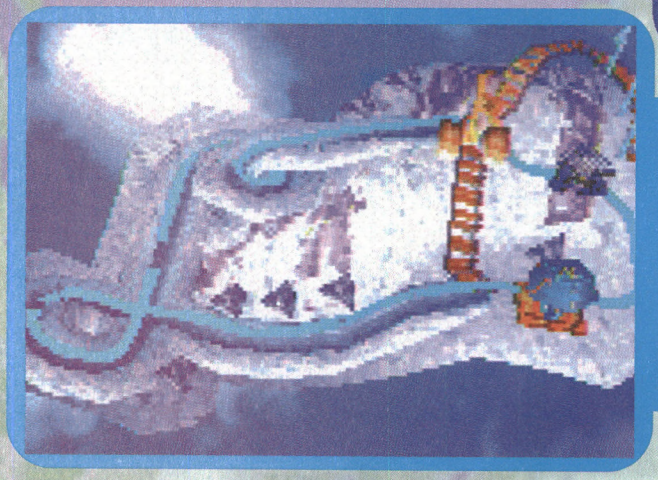


10 If the Ideya Palace has only just been passed when the timer gets low, turn NiGHTS around and fly back the other way. Just because the game pushes you to the right all the time, it doesn't mean you have to obey, does it?

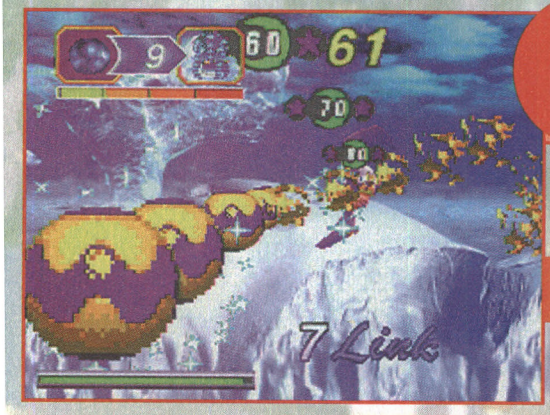
course FOUR

Frozen Bell

The Consciousness



Now the fun really starts, this is a fast paced wild ride! After a short flight through a few rings, the rest of the forth course is played on the toboggan run with NiGHTS as the toboggan and Elliot holding on for dear life, attempting to collect the items dotted around the walls—wey-hey!



1 Kicking off with a set of 90° rings and stars, you can soon sort these out and get good points by linking them all together. Linking is a valuable skill—learn it as soon as possible if you want to get straight A's.



2 NiGHTS will come across a vertical line of bumpers. By hitting the bottom one he'll shoot straight through all the rings coming up ahead. You simply want to reach the fun part of the course as quickly as possible!



4 There's no way of controlling the speed of this section, and on your first couple of runs you won't know where the items are going to come up from, so make sure you hit all the bumpers you see because they'll shoot you in the correct direction without you having to worry too much.



3 Just past the end of the train station is the start to the toboggan run. NiGHTS will morph and Elliot will appear. Then the two of them will shoot off down the run as the viewpoint flips to behind the pair.



5 When the two of them reach the jump, try to hit each snowball in the air for extra points. Everything happens so fast on this run that you can easily miss out whole sections where the points were just begging to be picked up. Never mind—there's always another chance.



6 The run now bends to the right, and another bumper will send the unlikely pair up to the left, straight into a line of stars. You can steer with the direction pad to finely adjust their movements and pick up every last item.

7 There's a line of eight spheres, set out in two's just up ahead. It's almost impossible to collect them all when flying by at such high speeds but by plowing through the center you can hope to score at least four or five. Any more is a bonus.





8 When the end of the toboggan run has been reached, Elliot disappears once more and NiGHTS morphs back into his old self. After passing the Ideya Palace, everything is reset for another run, so you can have all that high speed fun all over again!



9 There are a couple of stars placed just before the Ideya Palace, just to distract you in the final seconds of the Frozen Bell. Collect them just for the sake of it—they're hardly likely to make much of a difference to the score.



10 Now it's time for the final grading for Frozen Bell. Anything between D and F is no good, and a C just about scrapes in. You need to aim for A's every time to guarantee yourself a place on the NiGHTS high-score table.

boss

Jackle

The Frozen Bell Nightmare



After all that ice and snow of the Frozen Bell world you'll need something to warm yourself up again—and what could be better than a battle with a mad creature: half dog, half bat, wearing a cape! The Jackle's Nightmare is set in a toyland enclosure, and his weapons are playing cards!



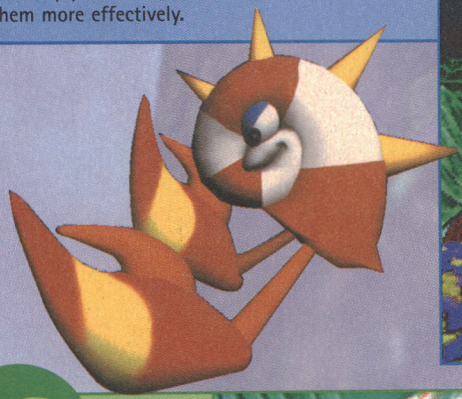
1 The onslaught of playing cards comes thick and fast from the very start of the Jackle's lair. The best defense NiGHTS has against these is to zigzag towards the demon, tricking his card throws into going in the opposite direction.

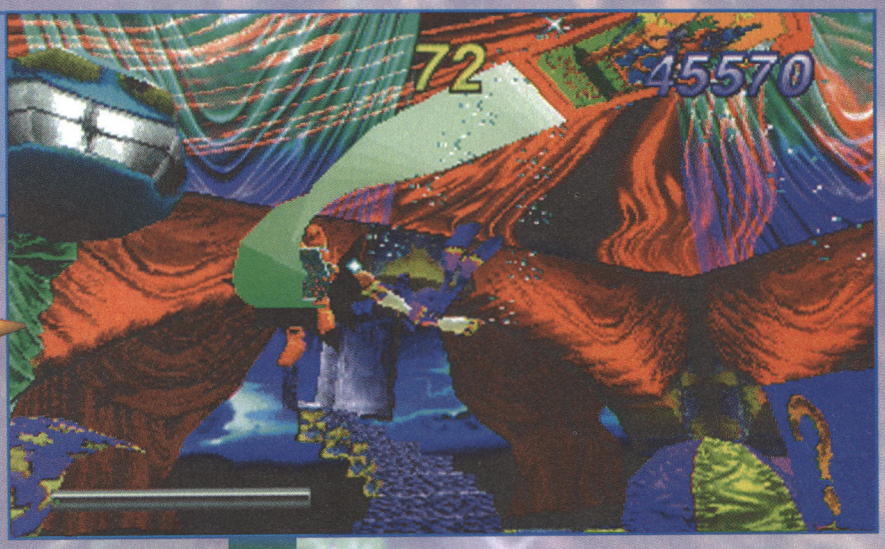


2 Using the powerdash, NiGHTS can quickly catch up with the Jackle, now a drill-dash into him will knock his cape off, and another dash will deliver a mighty wallop while he's vulnerable. You don't want to be near him when he starts throwing cards again though—get out of there!

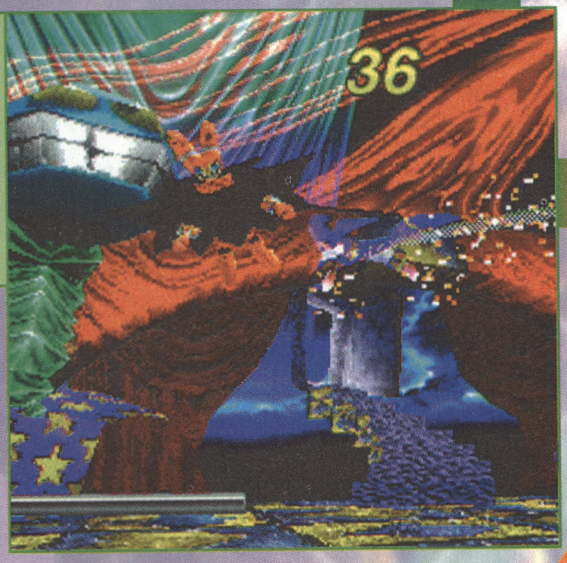


3 You've got to smack the Jackle four times to see him off, and this would be a breeze if it weren't for those pesky playing cards. Dash towards him, and then let go of the dash button when the cards start, this way you'll be able to maneuver around them more effectively.





4 The background of the Jackle's lair is full of toy boxes and there's a giant bouncing jack-in-the-box that goes into hysterics each time NiGHTS is walloped.





5 Getting caught by one of the playing cards will make things really tough on NiGHTS, because the Jackle will be so far away, on the other side of the play area. Remember that you can always double-back and fly in the opposite direction. You can catch the Jackle unawares if you're quick.



6 Another result, and another mass of points to be added onto your already bulging score, completing NiGHTS is quite a simple task if you're a talented gamesplayer, the real challenge is scoring straight A's all down the line.

course ONE

Stick Canyon

The Revival



The Stick Canyon is a very industrial place, littered with cranes, machinery, and sheet metal mazes but combined with a desert-like base covered in cacti. The first course is small, but not without it's own set of challenges.



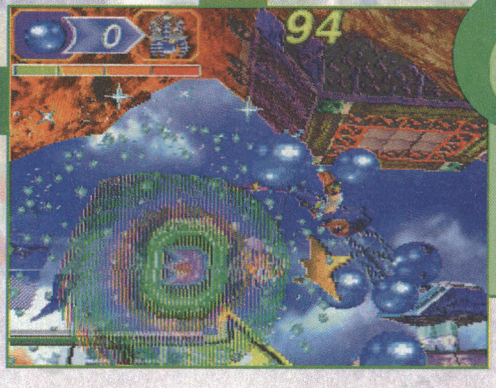
1 The industrial nature of the Stick Canyon makes it very difficult to walk around as Elliot. He'll need to jump and bounce over many of the obstacles in his path—watch you don't hurt the lad on a sharp metal outcrop!



2 Right from the start of the first course, NiGHTS will be plagued by Nightmaren. They'll try to grab hold of his feet and pull him down to the ground, knocking five seconds off the timer if they succeed. If they grab on, just powerdash in the opposite direction to break him free.



4 The sheet metal walls here are all linked together, but have openings at the top and bottom. Instead of being able to fly through this course you'll have to twist and turn up and down the screen—in and out of the openings in the metal.



3 Fly up to the top of the course, through the link of 90° and normal rings and you'll come to a collection of spheres and stars. If you haven't used much powerdash then ignore these for now, but if you need a top-up paraloop these and a powerdash icon will appear.



5 You'll stumble upon the Ideya Capture just over one of the metal sheets, so avoid it if you can. You won't have collected enough spheres to be able to release the Ideya yet, so paying a visit would simply waste valuable bonus collecting time.



6 These forcefield generators are magnetized and hold three spheres at their center. Flying through from the left will pick up the spheres quite easily, but don't hang around once you've touched the forcefield—the whole thing will explode in two seconds time and you don't want to be around when it does!

7 The lion-like Nightmaren by the name of Gao appear again in the Stick Canyon. He will electrify himself when NiGHTS comes near, but pause for a few seconds afterwards. Grab hold of him when he's paused and powerdash the evil being away.





8 There are many sphere deposits to be collected up when playing as Elliot—most of them on the far extremes of the world, just to make it hazardous to pick them up. Go for a wander and boost your bonuses!



9 Some of the spheres are inaccessible to poor Elliot though, they're caught underneath the grids that link the metallic platforms together and only NiGHTS has the power to fly up from underneath to pick them up, or paraloop to suck them in.



10 When completing a course, it is possible to score higher than an F with Elliot, but you really do have to collect every single item you can find, and jump through as many rings as possible from the ground. Work hard and you may be able to scrape in with a D!

course TWO Stick Canyon

The Revival



With the base of the course made up of a metallic mesh, the second course has a treat in store! A wild ride on a metal grid, taking NiGHTS or Elliot frighteningly close to the rocks as they shoot down the canyon.



1 You'll find a set of 90° rings placed one after the other greeting you on the second course. These lead NiGHTS into a maze of metal sheets again, meaning he'll have to twist and turn his way through. There are bumpers dotted about too, hit these for a speed boost.



2 Keep to the top of the course through the metal sheets, right up near the rocks, and you'll find a cage containing eight spheres to smash open. These are essential if you're going to have enough to smash the Ideya Capture on just one flight through the course.



4 The spheres inside the forcefield on this course are arranged vertically, so you can't fly through from left to right to pick them up. You'll have to let NiGHTS get trapped in the field, then powerdash down to swipe the lot. Now powerdash him back out before the thing blows!



3 Unfortunately it's very difficult to paraloop to pick up multiple items around this metal maze because there's simply not enough room, instead you'll have to use your aim to fly through, picking them all up as you go and hoping you don't waste too much time.



5 The Ideya Capture is just at the end of the metal maze once again, and you should have collected enough spheres to smash it open by this point. If you haven't you've missed some along the way. Try flying up and down the course looking for strays before continuing.



6 There's a metal grid on a track just to the right of here, touching this will make NiGHTS stick to it and fly off down the canyon roller coaster style! You can pick the spheres from below it if you're careful, but otherwise just hold on to your hat because this is going to be a hair-raising ride!

7 The grid swings to the left and right, almost twisting up on its end as the track snakes down the canyon. A line of spheres is the first set of items to appear, on the right, so press right on the joypad to tilt the grid in the direction you need.





8 It's very easy to miss items by swinging the grid in the wrong direction. You only get a couple of seconds as you fly past at high speed so pay attention to where all the items appear from for the next time you fly through. By swinging at just the right time this can be a real bonus bonanza!



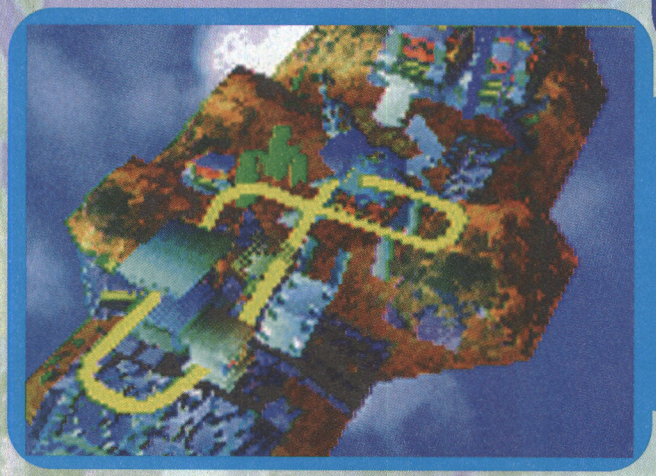
9 At the end of the ride you'll encounter a few squid-like Nightmaren who fly along with a giant spiked triangle underneath them. If you fly through this you'll be caught in their trap, so instead fly up to the main character and give him a good seeing to!



10 These stoppers show when one ride ends and another begins. Getting stuck on a ride when the timer is counting down isn't a good idea. NiGHTS will change into Elliot but the guy will remain on the ride, only losing all his items when he falls at the end and hits the ground.

course THREE Stick Canyon

The Revival



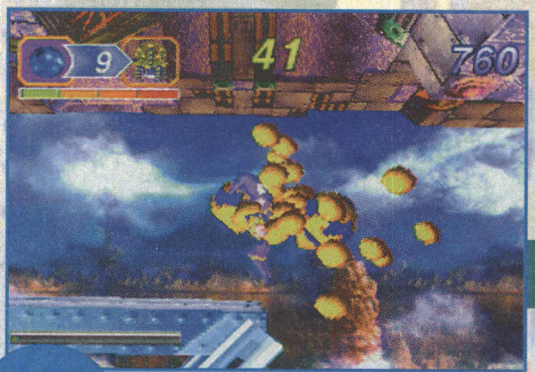
The third venture into the Stick Canyon is one of the slowest in the entire game. After a few preliminary rings and pick-ups NiGHTS passes through an energizing machine which makes all items stick to him like glue, and must carry his precious cargo to the end of the course without spilling a drop!



1 The forcefields on course three have even more items trapped in the center. This time a target can be hit if you fly through at the right altitude, this will make a few spheres fly out, and is of course worth persevering with. The more spheres the merrier!



2 Into another metal maze, but this time NiGHTS will have to smash down a giant metal door before he can gain access. This then flies off to the right and NiGHTS can fly on through the maze where a special surprise is in store!



4 Rings, spheres, stars and chips will all become stuck to NiGHTS as he flies through, and to make life even more difficult the only openings through the metal are at the top and bottom. Hitting any of the platforms as you fly through will make the items drop off again—but you don't want that.



3 A flickering blue beam can be found just up ahead, this will magnetize NiGHTS for the rest of this section. Being magnetized, every single item in the course is attracted to our hero and he must fly on with all these items stuck all around him.



5 Even the Nightopians who live up in this section of the Stick Canyon get stuck to NiGHTS as he passes them. They'll look surprised, and don't take too kindly to being dragged along for the ride.



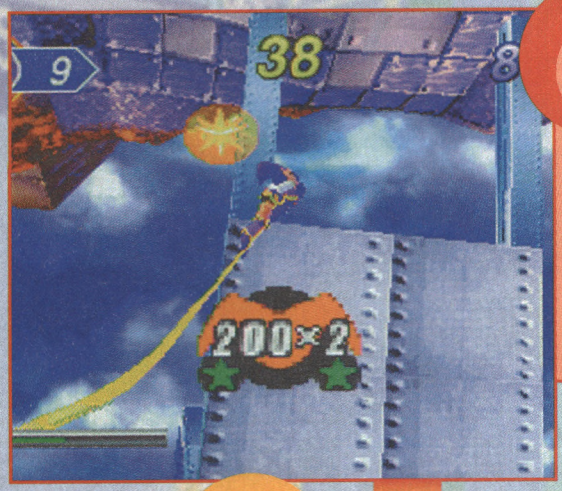
6 Make sure you fly up into all the nooks and crannies of this metal maze to pick up every last item on NiGHTS' magnetized body. All will be revealed in just a few seconds time!

7 At the end of the metal maze will be a giant opening. With a huge mass of rings, stars, spheres, Nightopians and Nightmaren clinging from his body NiGHTS should fly in through the opening and prepare for a huge bonus score.





8 This machine will count up every single item and display it on the front in giant pink neon numbers. The number of items scored will then be multiplied to give an extra bonus.



9 Just to the right from the counting machine will be a ribbon ring. Now NiGHTS can celebrate his huge bonus with a few acrobatics around this area. There's not much room though, and hitting a wall will stop the yellow trail, so watch where you're flying.



10 If a large enough magnetized item bonus is followed with a successful display of acrobatics then an A grade at the end of the course isn't impossible. Score this highly on them all and you'll be the ultimate NiGHTS player!

course FOUR

Stick Canyon

The Revival



Two wild rides and metallic mazes make up the forth and final course of Stick Canyon along with a giant metal tower. You can take the easy way up as Elliot, or go for the more challenging way for NiGHTS.

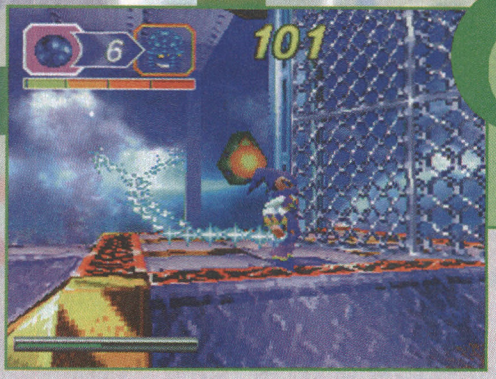


1 Hit one of the bumpers right at the beginning of the forth course, this will give a good speed boost as NiGHTS spins around the Ideya Palace and on to the more exciting part of the Stick Canyon.



2 Another set of bumpers will be just up ahead, these will force NiGHTS into a giant metallic mesh tower with missing floors allowing NiGHTS to fly up one story at a time.





3 The idea here is to fly up the tower by spinning around it, picking up any spheres and stars found along the way and avoiding the obstacles strategically placed around the tower to spoil all the fun.

4 There's the odd bumper placed around this metal mesh tower, you need to seek these out and take advantage of them. Any time saved at this stage in the game is a bonus so bump away and make it to the top as quickly as possible.



5 Watch out for the spiked ring about half-way up the tower. It's very easy to get carried away with ducking and diving in and out of the stories and up the tower and not notice the ring coming up on the left. You don't want to lose five seconds over a stupid error.



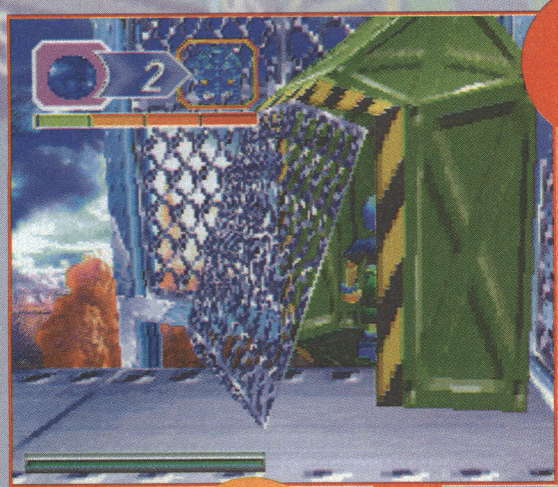
6 Keep an eye out for red warning lights just up ahead. When these start to flash and a siren blares out at you, get ready to avoid a giant spinning globe that's going to be falling down the screen. You think this is hard? There are three more of them just up ahead!

7 Just after the second globe drop you'll come across a set of spheres with stars at the center. Guess what these are hiding? Yup! Paraloop them and a powerdash icon will appear from nowhere, allowing you to refuel for the last stretch of course four.





8 When you've reached the top of the tower and visited the Ideya Capture with your booty, you'll come across another wild ride. Don't even think about flying onto this if you haven't got at least 60 seconds left on the timer. This ride will be instantly followed by a second, and without lots of time you'll run out before they're over.



9 Elliot can make it to the top of the metal mesh tower all by himself in a much easier way than NiGHTS. There's an elevator at the base with a door that slams shut if he walks inside, giving an easy ride to the top. Easier than the spinning and ducking NiGHTS had to endure at least!



10 If you do decide to take the rides at the top of the tower, or you don't have any choice because the game throws you into them, prepare for a massive bonus frenzy. There are hundreds of rings, spheres, stars and chips to be collected—you've simply got to swing in the right direction at the right time. Good luck!

boss

Reala

The Stick Canyon Nightmare



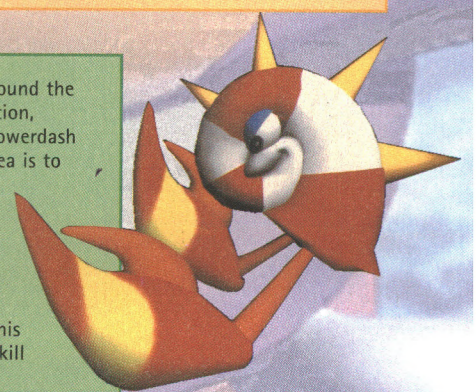
You've discovered the most important of the Wizeman's henchmen. Reala is NiGHTS' nemesis. NiGHTS is a good spirit from the world of Nightopia, and Reala is his bad equivalent. Once you've defeated him in this battle, you'll be able to access the two-player mode!





1 As you enter this Nightmare level Reala will be sitting on the top of his platform in the center of the play area, surrounded by black and red spikes. He'll stand up and shout out to NiGHTS, provoking him into a fight. You can't disappoint him—give him all you've got.

2 As Reala spins around the area in one direction, NiGHTS should powerdash off in the other. The idea is to powerdash right into Reala's path, scoring a hit and stunning him for a few seconds. While he's stunned, NiGHTS can perform a paraloop around him, this is what will eventually kill him off.



3 It's very easy to miss Reala altogether as you both whiz around the area at high speeds. Don't bother doubling-back to catch him up though, it's not worth it. Carry on, and aim NiGHTS straight for the evil jester this time.





4 If the jester spirits meet head on, they'll lock hands and hover, staring at each other for a few awkward seconds. Then the two of them will rebound off each other, flying away in opposite directions again. Now you can aim for Reala as you fly the other way around the play area.





5 Each time you paraloop Reala you smash a spike off his center column. This is where he gets all his energy from, so smashing the spikes will weaken him. Three hits and it will all be over—good has defeated evil once again.

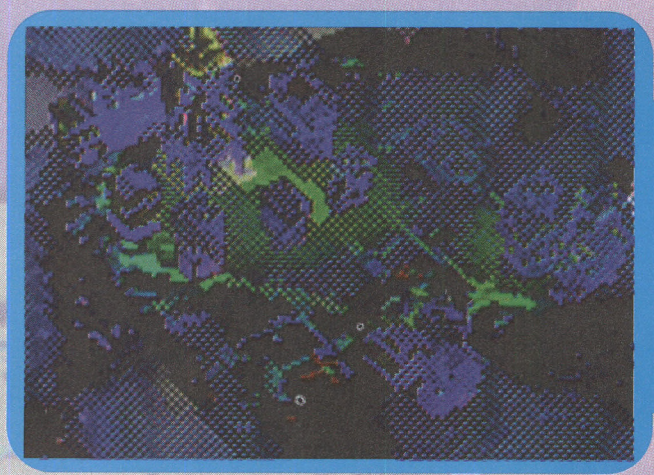
6 As Reala explodes in the background, another result is knotched up on the post. Defeating Reala is more important than the other Nightmaren. If you've seen off all three bosses as both characters, including him, you'll now be able to access the two-player split-screen mode. See chapter 11 for more details!



course ONE

Twin Seeds

The Growth



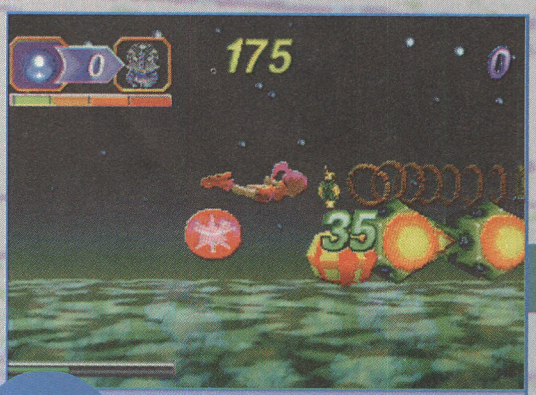
Whether you play as Claris or Elliot, the Twin Seeds world is exactly the same. It's a dark, moody place set up in the clouds with the bright lights of a city just visible down below. There's no need to visit the Ideya Palace after each course either—it's straight on to the next.



1 You'll start out at the top of the world in front of the Ideya Palace. Walk into it or just wait around for a few seconds and Claris (or Elliot) will be knocked backwards and fall into space. If you're observant you can make out the outline of the Wizeman end-of-game boss in the lights.



2 As Claris or Elliot falls into space it seems like it's going to be Night Over. These kids are tough though, they'll bounce on the ground and just pick themselves up again ready to fight on another day.



4 Don't panic though, this time the plucky youngster will shoot up into the air having been given the power of flight. Now you can fly around the first course—NiGHTS doesn't make an appearance in the courses of Twin Seeds.



3 The platform you've now found yourself on has strange markings all around it. There's obviously a place for Elliot and a place for Claris here. There's no purpose for this though, all you need to do is dive off the edge into the darkness once again.



5 Rings, spheres, bumpers and stars can be seen scattered throughout the course but there's a new element to master in Twin Seeds—balloons. These can be a help and hindrance. You can grab onto them to take Claris up to a higher path, or they'll simply get in the way when you're trying desperately to save time!



6 There are masses of rings around the first course, and they all follow on from each other making it possible to create massive link bonuses. Once you've learned the layout of the courses it's a simple task of darting up and down into the path of oncoming rings.

7 From the start of the course you'll immediately run into an Ideya Capture—avoid this at all costs. There's only just enough time on the clock to make it to the end visiting the four Ideya Captures, visit one twice and you'll be wasting valuable time.





8 The trouble with Claris or Elliot flying around the world is that they don't possess the paraloop that NiGHTS had. You need to collect every single sphere going—there should be just enough to complete the world but with no loop, you'll have to be a pretty good aim.



9 Once you've collected items around the course, they don't reappear so you can tell exactly where you've been. The idea is to not miss a single item though—if you have to travel around the course a second time you're simply not going to make it to the end!

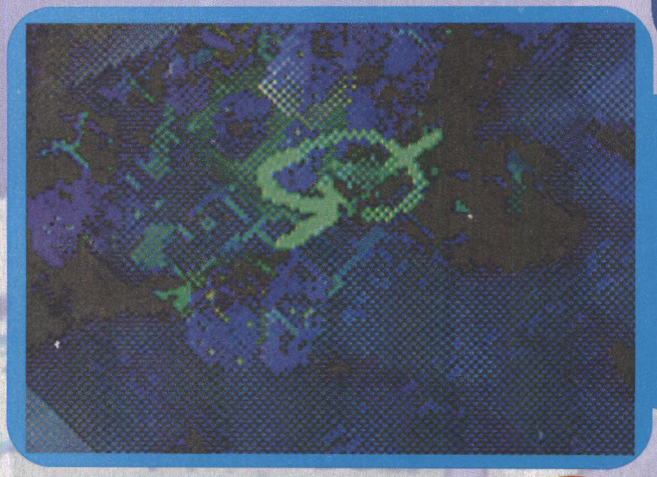


10 Use all the yellow and green bumpers you can knock into because they'll speed you up considerably. The more time you can save and grab back while flying around, the more chance you'll have of completing the game!

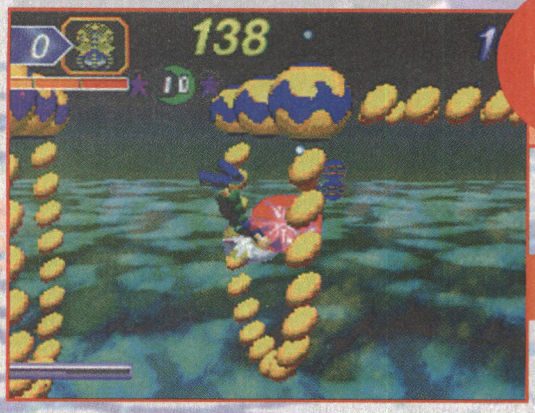
course TWO

Twin Seeds

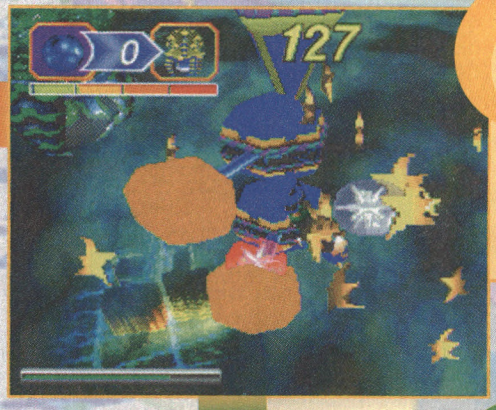
The Growth



The second course in Twin Seeds is huge. You'll need to travel to the far top and bottom of the course to pick up all the spheres, and the balloons continue to fly around in an attempt to confuse you!



1 Unless you have time to spare—forget about the rings altogether. If you're going to complete the game it's the spheres you have to concentrate on because they're thin on the ground. The more skilled you get at completing Twin Seeds, the more you can move back to collecting the rings for a higher grade.



2 You'll find a couple of targets around the course and flying into one will release thousands of stars from elsewhere in the course. They'll all catch up with you, waiting for you to fly into them. Try doing spins and twists while picking them up for extra points.



4 This cage of eight spheres is essential—but it's squeezed in-between two bad rings. By flying up from underneath you can smash the cage, collect the stars and be on your way without even touching one of the bad rings.



3 The bumpers will always shoot you in the direction of the spheres you need to pick up. If you miss a bumper, it's well worth doubling back on yourself to hit it as the speed increase will give you extra seconds at the end.



5 Grab the countdown marker as you fly past because there's a large collection of items just up ahead. By circling the bumper and collecting all the stars and spheres you can easily earn yourself the extra bonus from the counter.



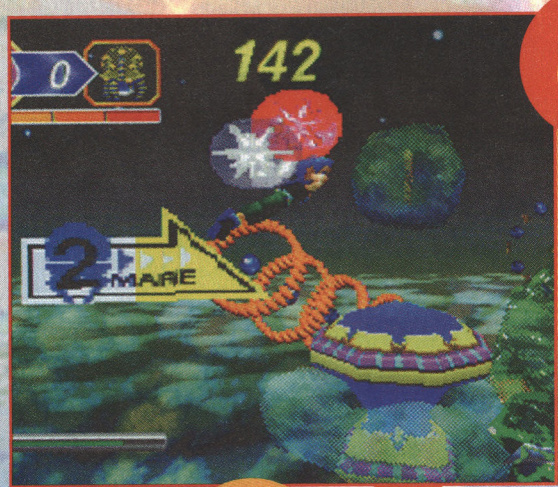
6 The large air bubble in the center of the course has a ring in the middle of it. It will take four knocks to get it out, but if you do it sends a whole chain of rings flying out into the darkness. An A grade is possible if you collect all these rings in addition to the rest of the course.

7 The rings in the course have been laid out in a clever way. Complete circles of them can be found towards the end. All you've got to do is fly into the center and spin around. Remember that the spheres take priority though as time is tight.

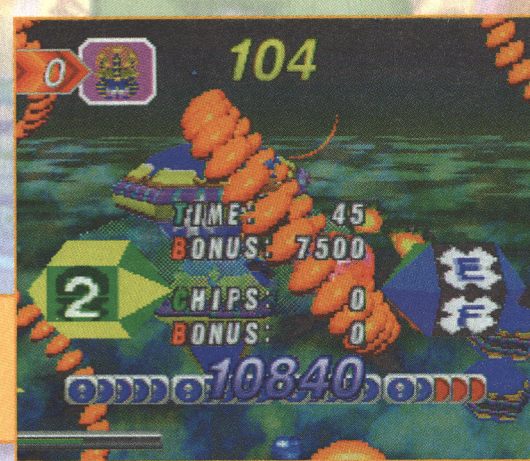




8 The bumpers that give out a multitude of stars can be hit as many times as you can afford. If you find yourself with a few seconds to spare then you can really boost your score by collecting these suckers.



9 Flying around the course more than once is a complete no-no. You'll find you run out of time just before the end because you wasted vital seconds earlier on. Oh well... back to the beginning and try again.

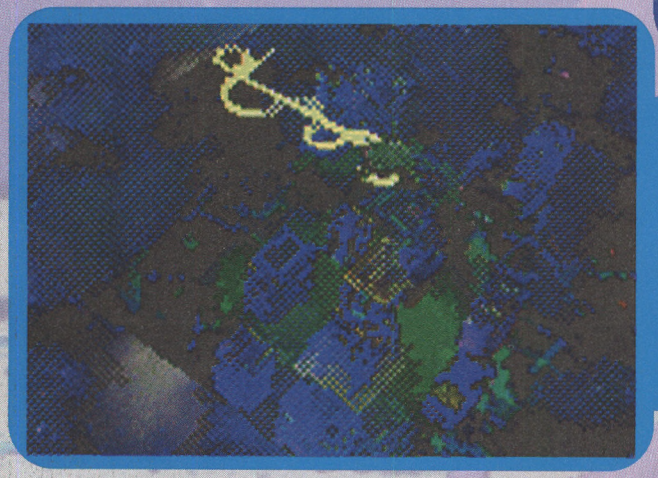


10 As you fly into the Ideya Capture with 20 spheres in tow you'll be graded, and again the overall score is an average of the four courses. The only time you'll get to visit the Ideya Palace is right at the end of the level when you're reunited with the other kid.

course THREE

Twin Seeds

The Growth



There are more balloons floating around in Twin Seeds than a birthday party at McDonalds. The third course really twists and turns too, meaning you can easily become disorientated. Keep your wits about you and all should be swell.



1 Whenever you reach a large open space around the world you should hit the zoom button straight away. These spaces must be covered in the smallest time possible. Don't bother about wasting your zoom energy, there's plenty to make it through the entire level.



2 Another countdown marker can be found just a small way into the third course. Combine these with tricks and links and manage to knock the counter down to zero and your score for Twin Seeds is going to be absolutely perfect!



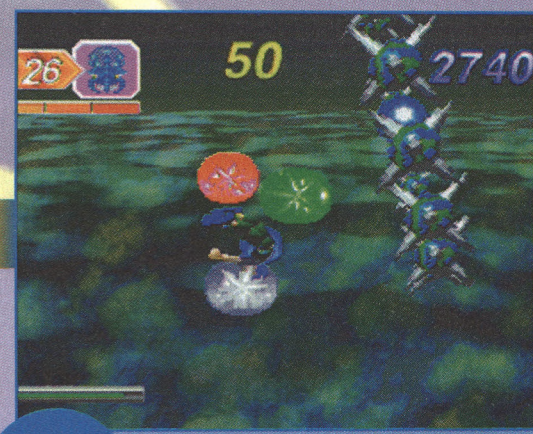
4 Just to confuse you further, balloons fly in from every direction on this course. None of them can actually get in your way this time, and you can't grab them, so completely ignore them and fly on to the right.



3 The rings at 90° to each other go down in steps here, and each has a star or sphere at the center. It's worth throwing away your first attempt at the Twin Seeds world just to get used to the layout, then you can collect everything in the shortest time possible.

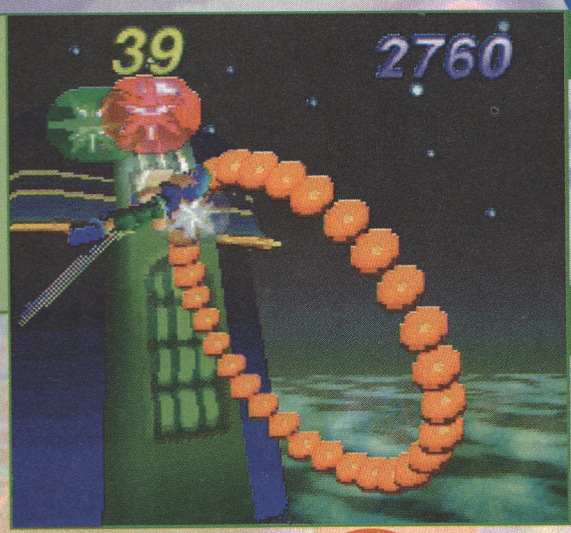


5 To collect enough spheres now, you'll have to smash through the line of balloons interspersed with spheres. Use the bumper to give yourself a speed boost, otherwise a zoom while pressing in the right direction should be enough to smash through the entire line.



6 Unfortunately, some of the spheres have been placed dangerously close to the bad rings—slap, bang in the middle in fact. By flying towards them and quickly darting back in the opposite direction you can collect the sphere without flying through the bad ring and losing five seconds.

7 Get that zoom button held down tight now, it's a long way back to the Ideya Capture and you need to get there as soon as possible. If you've already run out of powerdash energy—you're in trouble!





8 While darting around searching for spheres, don't go up from the starting point of course three. You'll run straight into the path of a spiky bad ring and instantly lose five seconds. That's the last thing you need right now!



9 It's very easy to miss spheres as you fly by because the background is so full of balloons. If you do, make sure you double back and pick them up because you need every single one in the course to complete Twin Seeds.

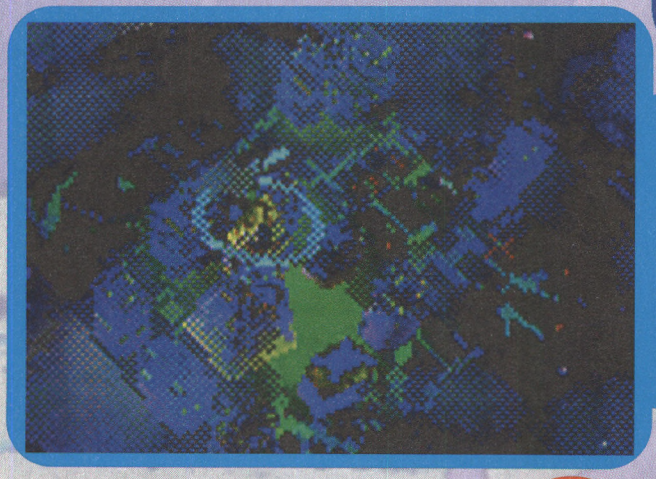


10 Time to collect another grading for the number of bonuses and chips you've collected on your travels. It's almost impossible to score anything less than a C on Twin Seeds, unless you miss every single ring and star in the world that is!

course FOUR

Twin Seeds

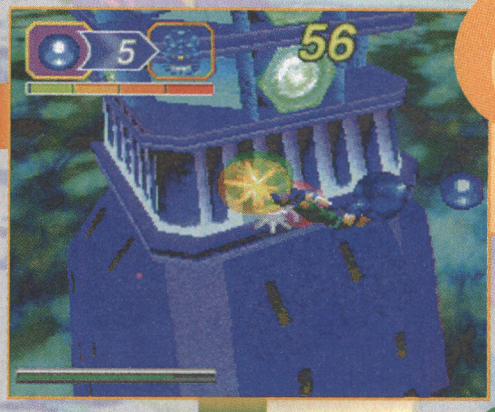
The Growth



The last course of Twin Seeds starts off slowly, then culminates in a long twisting trail around the tower. At the top is the Ideya Palace where you'll go on to fight against the final boss—the Wizeman.



1 First of all fly up to the top of the course, through the rings at right angles and down through the orange rings, where you'll be able to collect the spheres in the center. This will then lead you directly on to the next sphere deposits.



2 The spheres now go down the course in steps, with two spheres in each step. Collect all of these at all costs, even if you have to turn around and fly back up—going down the line for a second time.



4 There will be a green and yellow bumper pointing up into the air now. Hit this and travel vertically, smashing through all the balloons as you go for a massive bonus.



3 Follow the ring chains to the right, somersaulting and twisting as you go using the L and R buttons. This way you'll score more than simply flying through. Watch out for the two bad rings just up ahead again. They have spheres at the center, so use the snatch technique once more.



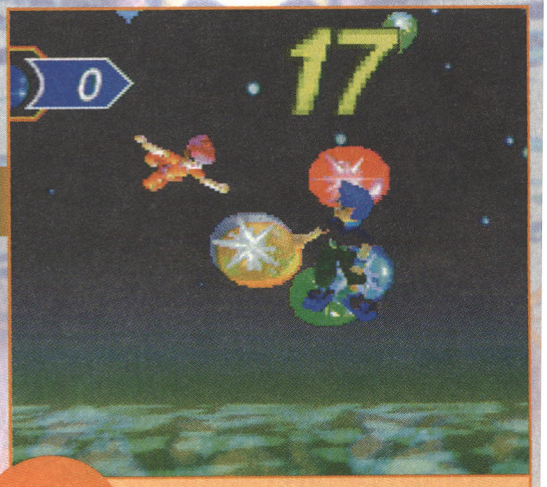
5 The end of course four can be the most frustrating section of the entire game. A line of balloons leads to the last Ideya Capture, and more balloons float up from the bottom of the course. If you hit any of these balloons you'll stick for a few seconds when all you want to do is get to the end as fast as possible.



6 If you get caught on a balloon, immediately turn around and zoom into it to make the thing pop. You can't afford to waste any more time floating up into the air, when you want to be going down.

7 After passing through the Ideya Capture for the last time you'll fly over to the Ideya Palace. The place is protected by a shield, and you'll have to knock on the shield twice before anything will happen.

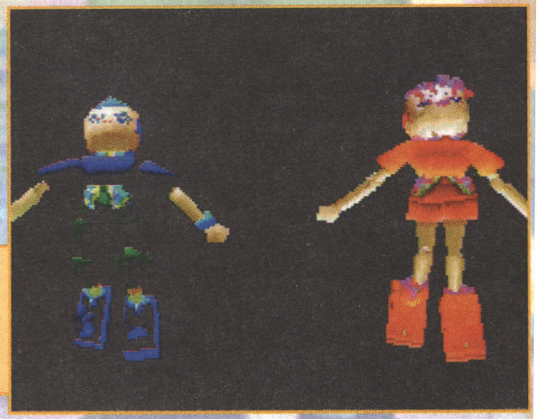






9 With all three characters (Elliot, Claris, and NiGHTS) in place. A beam of light shines down from above and they all go zooming up into the air and off to the Wizeman's lair.

8 After knocking, Claris (or Elliot if you were playing as the babe) will fly in from the left to join you in the final showdown with the Wizeman. You've now got to knock on the shield another two times before NiGHTS will let you inside for the final grading.



10 The two kids spin up through the darkness together, and will both change into NiGHTS characters to defeat the Wizeman. You only control the one character though, the other just comes in to help you out with extra blows.

boss

Wizeman

The Darklord of Nightopia



When the little Nightopian came into the real world to warn Claris and Elliot of the plot to wreak havoc through the dreams of humans, this is the guy he was telling them about! The Wizeman has a thirst for dream energy and it was his minions that stole the Ideya from Claris and Elliot at the start of each world. Now it's pay back time!



1 Claris and Elliot come together to defeat the Wizeman, both in the form of the good spirit NiGHTS. You only get to control one of them at a time though, and which one depends on the worlds you've just completed. If you score a hit against the Wizeman, the other NiGHTS will come along and give him a second smack for good measure.



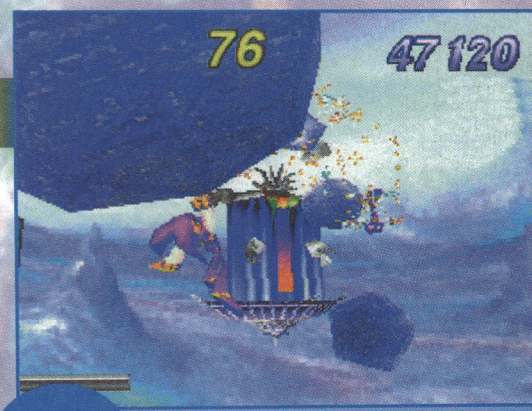
3 You'll need to deliver two hits, one to destroy the shield and the other to give the Wizeman a good smack, four times over before he's going to give up the ghost and let you win. The other NiGHTS character always comes along to join in, but concentrate on what you're doing instead of waiting for him to make a move.



2 His first line of attack is spinning yellow rocks which can fly out from any part of his body. These must be avoided with clever maneuvering while zooming off to the right all the time. If you reach him before he moves off again, one hit will break his shield and a second will deliver a blow.



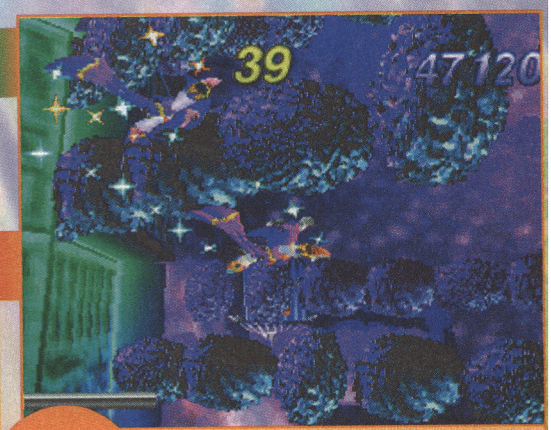
4 When you've hit the Wizeman, or if he gets through his sequence, he'll move to the opposite side of the play area and the weather conditions will change! His second attack consists of multiple lines of meteorites. These spin from left to right across the playfield and NiGHTS must fly up and down, around them, always powerdashing to the left to finally reach the cad.



5 Survive this far and you'll be bombarded with spinning blue rocks, these again can start from any part of the Wizeman's body, or any of his many hands. You should avoid contact with these if at all possible, but if you do run into one, don't fret—you can spin it around and smash it as you did the Nightmaren in the other worlds.

6 Another weather change—this time is starts to rain and giant twisters appear from the opposite side of the playfield. These terrible tornadoes will suck NiGHTS in and spin him around, wasting valuable seconds. The only way of getting past these is to aim for the very center, where there's a small gap. Fly through this and NiGHTS will continue on towards the Wizeman, ready to deliver another blow.





7 If you haven't scored enough hits against the Wizeman, he will now repeat his attack pattern, starting with the yellow rocks again. Time is really tight on all of the boss levels though, and failing to dispose of these evil creations on the first sitting will make it tough to get through and complete the entire world.



8 Hit the Wizeman four times and he'll crumble, leaving you to do nothing but sit back and enjoy the end of game sequence for your character and watch as the credits roll. Don't rest on your laurels though—each character has two end sequences to find. The second is only shown if you have completed the game with both, and then played again from the start. Nightmare!

2-player GAME

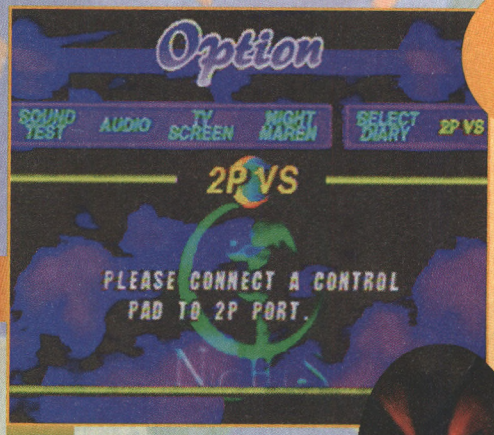
NiGHTS vs Reala

Two-player Games

The Sonic Team has chosen a very strange way of incorporating a two-player game into *NiGHTS*. It takes the form of a split-screen battle between NiGHTS and Reala in the Nightmare lair at the end of the Stick Canyon, but you can't simply access it from the start. You have to defeat all six bosses, including Reala himself before you can select the 2P VS option from the options screen.



1 Once all the bosses have been seen off (if you need help defeating any of them, just flick over to their relevant section of this book—that'll sort you out!) you must press the Z button from the main Dreams selection screen where Claris and Elliot stand.

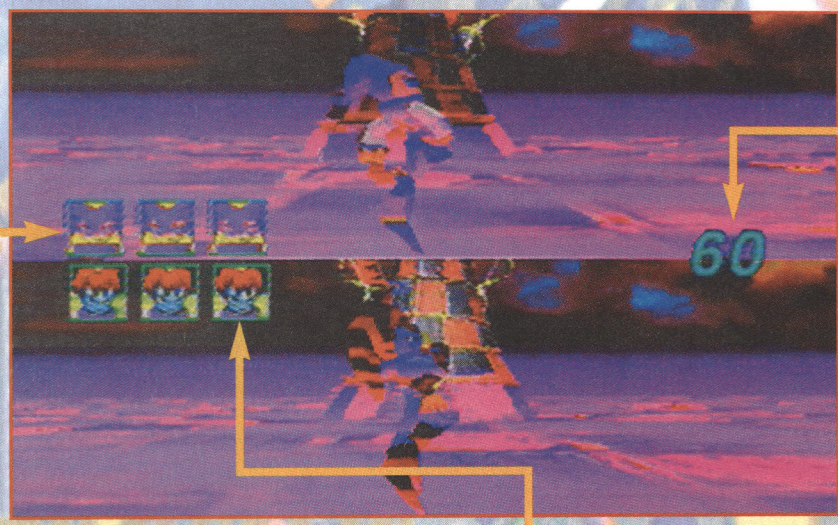


2 Select the options from the menu at the top of the next screeen, then select 2P VS from the option menu. The game won't let you access this option if you don't already have a joypad plugged into port two though, so dig one out and get it stuck in!



3 If you've met all the requirements then you'll be greeted by the NiGHTS vs Reala screen, with the two of them smirking at each other. Now prepare yourself for a cool split-screen one-on-one battle of the two arch rivals. Nightopia won't be sleeping tonight!

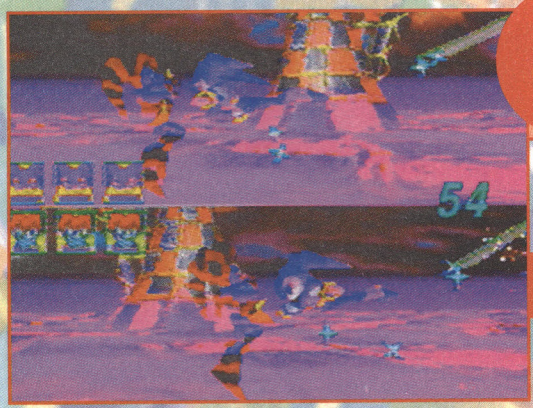
The Battle Zone



Timer
You only get a set amount of time to dispose of your competitor.

Number of lives for NiGHTS
Both characters start off with three lives, one is lost if the other manages to paraloop the opposition.

Number of lives for Reala
You can't score a hit simply by running into your opponent, you must first stun them, then paraloop their hide!



1 Using the powerdash you can send your nemesis reeling back from a mighty blow. It's while they're in this vulnerable state that you can take advantage and paraloop them, scoring one hit.



2 Three paraloops are needed to defeat the opposition, but it's quite tricky to get your timing right. You need to paraloop just in front of your competitor for them to fly into the loop or fly all the way around them, trapping them in the center.



4 If both players have the same number of lives left when the timer reaches zero a draw will be declared and the round can be played over again to decide the winner.

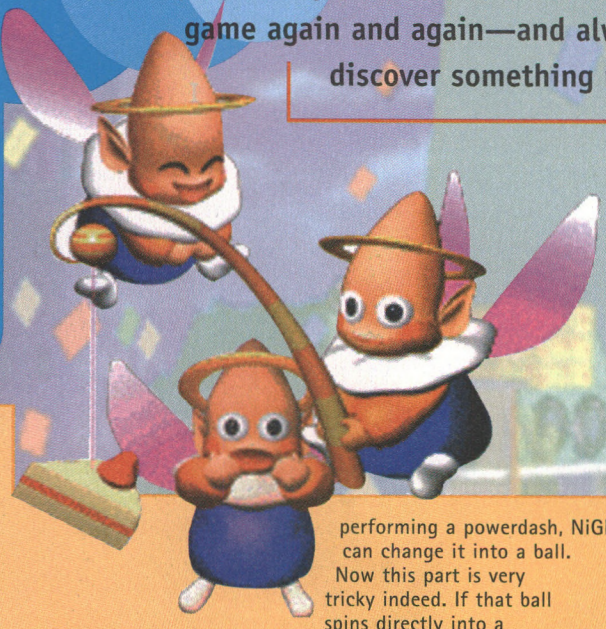


3 If the timer runs down before the game has been won then the player with the most lives left wins the round. You can play as many rounds as you can stand, just press the Start button on the continue screen to fly straight into another one.

A-Life System Explained

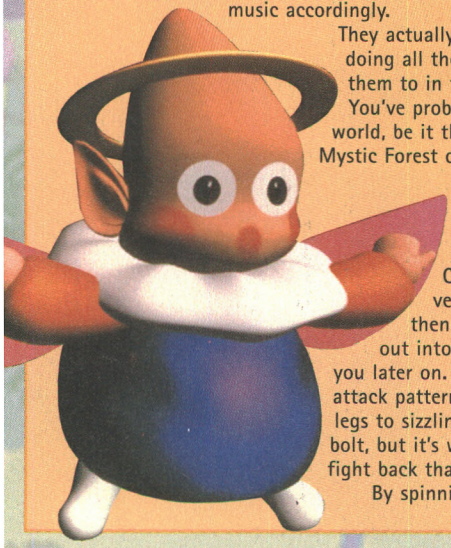


No-one could criticize NiGHTS for being a one-dimensional game. There's just so much going on underneath all the glitz and splendor of the 3D graphics and amazing gameplay that you can come back to the game again and again—and always discover something new.



What is A-Life?

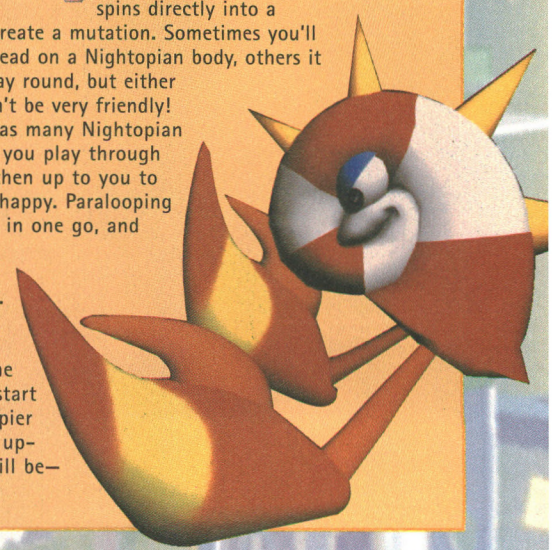
Unique to NiGHTS is the A-Life system created by Sonic Team as a quirky additional feature. But what is A-Life? Well, it's an artificial intelligence system that controls the lives of the Nightopians and Nightmaren throughout each world and alters the music accordingly.



They actually 'live' inside the game, doing all the things you'd expect them to in their day-to-day lives. You've probably noticed that each world, be it the Stick Canyon, Mystic Forest or Spring Valley, has different Nightmaren characters that come to steal the dream energy away from Claris or Elliot at the very start. Well these then distribute themselves out into the world, to annoy you later on. Each has a different attack pattern from pulling NiGHTS' legs to sizzling him with an electric bolt, but it's when NiGHTS starts to fight back that the fun starts!

By spinning a Nightmaren and performing a powerdash, NiGHTS can change it into a ball. Now this part is very tricky indeed. If that ball spins directly into a Nightopian, you'll create a mutation. Sometimes you'll get a Nightmaren head on a Nightopian body, others it will be the other way round, but either way—the result won't be very friendly!

You can hatch as many Nightopian eggs as you like as you play through the game, but it's then up to you to keep the offspring happy. Paralooping them will kill them in one go, and they don't take too kindly to being whizzed past either. But hang out with them and be kind and you'll notice the background music start to change. The happier they are—the more up-tempo the music will be—original or what?



Night Life

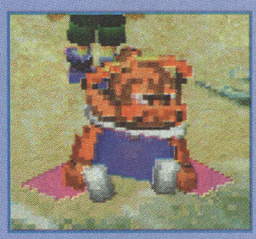
Each Nightopian can perform two skills in addition to the normal flying, walking and chattering. These skills change from world to world, so you'll always find new sights to see as you progress through the game. The cool thing is that two Nightopians can get together and... well... do IT! One of these then gets a little queasy for a few minutes and an egg pops out. The new Nightopian will inherit one skill from each parent, making another two skills. How cool is that?

Here's a look at just some of the Nightopian skills...



Nightopian Egg

The product of the love between two Nightopians, the eggs contain fully grown characters, strangely enough. The offspring inherit two characteristics, one from each parent, in addition to their ability to fly, walk, dance and sing from birth!



Feeling Woozy

You know there's a new batch of Nightopians on the way when you see all the little critters starting to feel woozy. After a minute or so of reeling around, an egg will pop out and wait for you to hatch it. If you don't, it will hatch by itself in time.

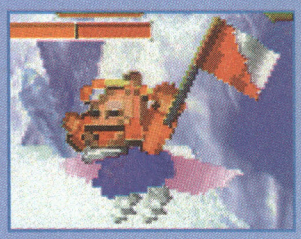
Sleeping

You'll often find the odd Nightopian sleeping on the job around each world. You can wake them up by zooming past with a powerdash. They all fall fast asleep when your Saturn internal clock reaches midnight!



Waving Flag

Not all of the Nightopians are free to roam around the NiGHTS worlds doing their own thing, some have been roped in to perform specific roles in the game. This fella is a route marker in the toboggan run!





Singing

If you want to keep the music in the game up-tempo and jolly you must keep your Nightopians happy. A good sign that they're happy and contented is if they start to sing. You can hear them if you go up close.



Frightened

This isn't a good sign. If your Nightopians are always closing their eyes and clasping their hands above their heads whenever you come near—it means they're frightened to death of you! Be kind to them by seeing off Nightmaren and they'll come around.

Shooting Peas

They're playful little creatures these Nightopians. They'll find something to mess about with in each new world. Some have snowball fights, others have pneumatic drills! This guy has a pea-shooter!



Brushing

There's one thing about these Nightopian creatures—they certainly like to keep their homes clean and tidy. No matter what world you're in—you can often find them sweeping up the pathways with a little broom.



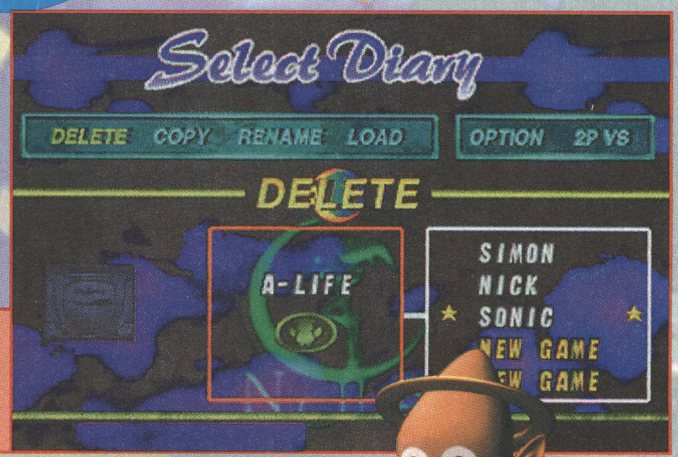
There are many more to be discovered... see what you can find out about the Nightopians!

A-Life SYSTEM

Hanging Out with



You've got to admit that these Nightopian characters are cute with a capital C! With their little pink wings and halos, they look like butter wouldn't melt in their mouths—and it won't, as long as you keep them happy.



1 The A-Life System data is different for each player's game, and takes up a massive 197 blocks! Make sure you load yours back in from the options screen before you start to play. You wouldn't want to mess around with someone else's Nightopians would you?



2 The Nightopians can be sucked into the strange mass of objects collected in the Stick Canyon, along with rings, Nightmaren freaks and spheres. They don't like being dragged along for the ride though, this will definitely upset them, but give you plenty of points at the same time.



3 It's very important to hatch as many eggs as you can get your hands on. Many of them can only be accessed as Claris or Elliot because they're not on the main courses. Walk into the remote locations around each world and you're bound to come across a crop.

the Nightopians



4 Be very careful not to catch a Nightopian inside one of your paraloops as you attempt to pick up multiple spheres and stars. The poor thing will be sucked inside—never to see the light of day, or his Nightopian mates, again.



5 When a Nightmaren isn't attacking you—get in there quick and send it spinning off in the direction of a Nightopian. It's great fun creating your own mutations, but very difficult to do successfully. The problem is that you need a direct hit.



6 In the Frozen Bell world you'll find a railway station where a group of Nightopians have gathered together to wave at the passengers. You don't need a ticket for this ride either—just jump on and away you go!

Know your Nightmaren

Here's a brief glimpse at the Nightmaren from each world, study these so you know who you're going to be dealing with before you start to play.



Spring Valley



Mystic Forest



Soft Museum

Splash Garden



Frozen Bell



Stick Canyon



the END

The End Of The Dream

There are various end of game sequences in NiGHTS. You get one when you complete the three main worlds, then Twin Seeds and defeat the Wizeman as Claris. Another when you do the same as Elliot. Then the end sequences for both characters change when you've completed the game with the other twin.

Plenty of incentive for you to work hard, get the grades, and earn a viewing of the end sequences. Nightopia will be saved, and the real world will never be bothered by the dream energy stealing Nightmaren!



Sing along with NiGHTS!

This is Yuji Naka, the creator of NiGHTS and the man behind the original Sonic the Hedgehog, hence the name of his development team, Sonic Team! He certainly knows his videogames, and loves a good Karaoke too! These are the lyrics to the main theme of NiGHTS, played at the end of the game as the credits roll. Sing along and celebrate the defeat of the Wizeman!

Dreams Dreams

In a dream I could see,
You are not far away.
Anytime anyplace,
I can see your face.
You're that special one
that I have been waiting for.
And I hope you're looking for someone like me.



In my dreams I can hear you calling me,
In the night everything's so sweet.
In your eyes I feel there's so much inside.

* In the nights, dream delight,
I want to see you standing there.
In the nights, dream delight,
I've found someone who really cares.
In the nights, dream delight,
I want to see you smile again.
In the nights, dream delight,
You're the one I've waited for.

In a dream we can do,
Everything we want to.
There's nowhere I'd rather be,
But here with you.
The stars above light the way,
Only for you and I.
I'm so glad I've found the one,
I've been looking for.

Keep the dream of the one you're hoping for,
Love can come through an open door.
Just be strong and you're sure to find the one.

* Repeat



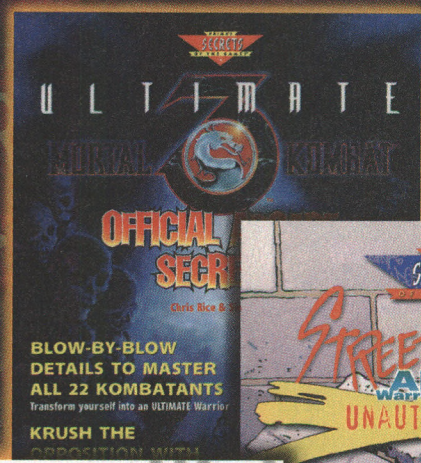
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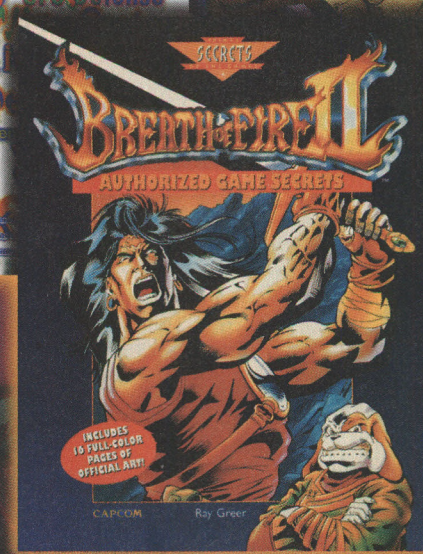




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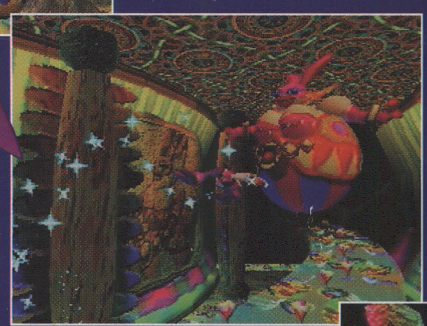
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